

Official: The UK's Best-Selling N64 Mag!

volume 5 £3.95

64

magazine

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Lylat Wars

Review and complete guide!



Ultra Donkey Kong

Latest news direct from the creators!

extreme G

Every new game reviewed!

Goldeneye

Better than Mario!

Multi Racing Championship

Wayne Gretzky Hockey

Ganbare Goemon

NBA Hangtime

Tetrisphere

Doom 64

Hexen

Bang on track with Acclaim's 21st century racer!



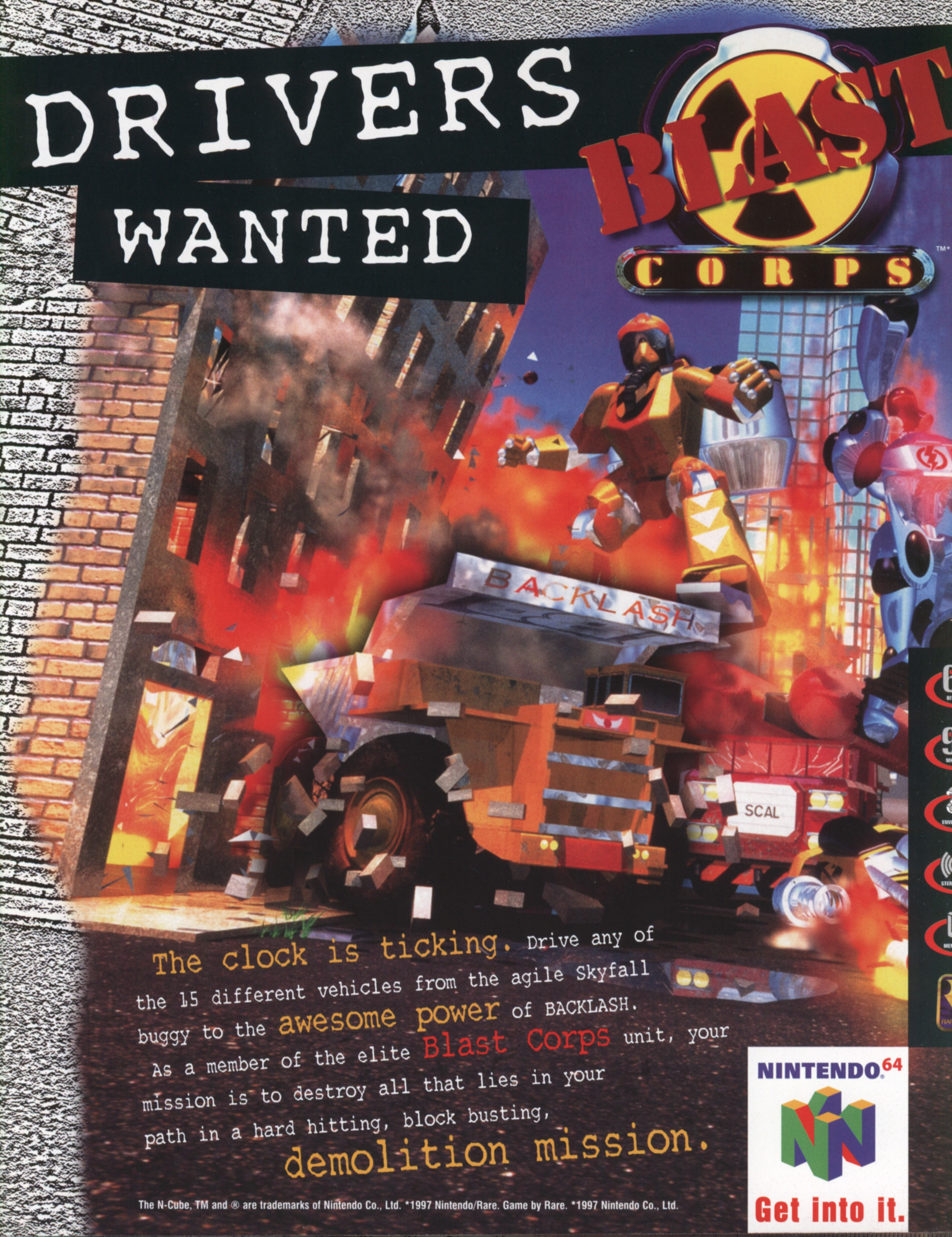
Top Gear Rally • Body Harvest • Sonic Wings Assault • Rare



DRIVERS

WANTED

BLAST CORPS



The clock is ticking. Drive any of the 15 different vehicles from the agile Skyfall buggy to the awesome power of BACKLASH. As a member of the elite Blast Corps unit, your mission is to destroy all that lies in your path in a hard hitting, block busting, demolition mission.

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NINTENDO⁶⁴



Get into it.

64

volume five

magazine

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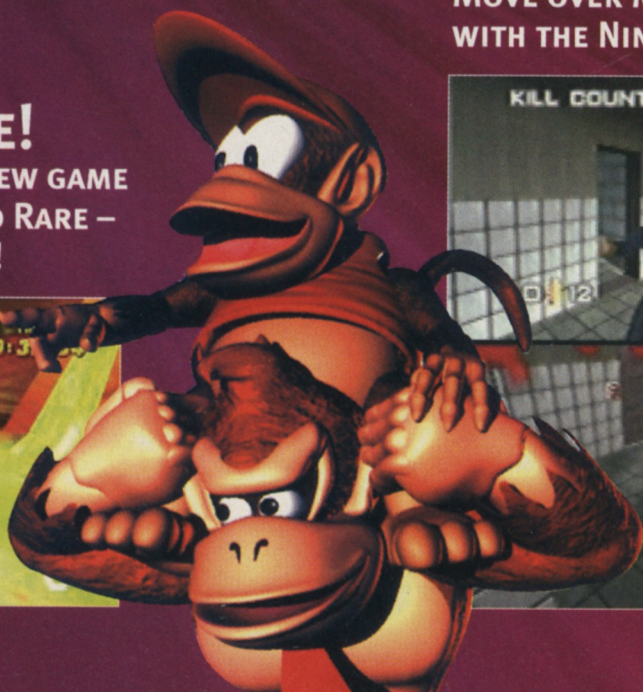
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MOVE OVER MARIO – JAMES BOND HITS TOWN WITH THE NINTENDO 64'S BEST GAME YET!



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64 LYLAT WARS

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The repository for 64 MAGAZINE's collected games wisdom.



TUROK

DINOSAUR HUNTER



HUNTING SEASON **OPEN**



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N⁶⁴ Welcome!

Cruise Control

The summer of 1997 has seen a procession of cinematic sequels, all of them professing to be bigger and better than the successful originals that spawned them. Bigger they undeniably are, with more explosions and special effects per square inch than ever before. Better? No way.

Throwing millions and millions of dollars at the screen hasn't prevented *The Lost World*, *Speed 2: Cruise Control* and especially *Batman And Robin* (move over *Plan Nine From Outer Space* – there's a new Worst Film Of All Time in town!) from being hollow, cynical and utterly pointless cash-in jobs. Even the big non-sequel films were lacking – *Con Air*, *The Fifth Element*, *Men In Black*; all these films fade from the memory mere minutes after leaving the cinema, leaving only a vague impression of flashy visuals, loud noises and crap one-liners.

So what has this impromptu film criticism-cum-blatant attempt to get a job on *Empire* got to do with the Nintendo 64? Well, in more ways than the obvious, we're in the summer of '97. An awful lot of the games that have either appeared already or are due soon are, shall we say, more than a little... familiar? Instead of using Nintendo's awesome hardware as a jump point for equally stunning games the like of which the world has never seen, far too many software companies seem content just to dredge their back catalogues. "That worked on the Super NES, so let's do it again. Only in... 3-D!" "You're a genius. Bonuses all round!"

Even Nintendo themselves aren't immune to this trend. *Starfox 64* isn't a follow-up to the Super NES original, it *is* the Super NES original! Better effects aside, the storyline, many of the levels, the whole *feel* of the game are practically identical. *Mario 64* has been fawningly acclaimed by many as the best videogame of all time, but has putting it into the third dimension made it more exciting and addictive than *Super Mario World*? There's a depressing familiarity to a lot of N64 games, and we all know what familiarity breeds.

Of course, the counter-argument is that there are only a limited number of game genres – shoot-'em-up, beat-'em-up, platform and so on – and taking advantage of the N64 to put them into 3-D was inevitable. But why are so many of the producers operating on cruise control when they're actually choosing the elements that go into the games? If more time and attention isn't put into the 'scripts' of upcoming N64 titles, they're going to go the same way as this summer's films, and fade from the memory the instant the screen goes dark.

ANDY McDERMOTT

the 64 showcase

news
peripherals
advice • hot new
items of interest



EXCLUSIVE! DIDDY KONG RACING!



Quite literally at the last moment before going to press, Nintendo announced a new game that UK developers Rare (see feature this issue) have been developing in the utmost secrecy. *Diddy Kong Racing*, to be released in America on November 24, is a graphically amazing 3-D racing game in the mould of *Mario Kart*, but taking the visuals to the next level in the same way as *Banjo-Kazooie* has done to *Mario 64*.

Characters from previous Rare *Donkey Kong* games feature alongside Diddy, as do Banjo, Kazooie and Conker the squirrel. In all, there are 20 different courses, and in the now traditional manner up to four people can race against each other simultaneously in a variety of vehicles, from go-karts to hovercraft and even planes! The different vehicles can actually be raced against each other on the same track, which ought to make for some interesting tactics.

A really innovative twist is the ability to explore the tracks, in *Mario* manner. How much of this adventure aspect affects the game remains to be seen, but it should add extra playability to *DK Racing* as a whole. Wandering off the track should reward adventurous players with extra power-ups and special weapons.

The bad news is that as a result of *DK Racing*'s sudden appearance, *Banjo-Kazooie* has now been put back until around March 1998. Coincidentally, this is also when the 64DD add-on is scheduled to poke its nose out. Hmmm...





Quaker Maker

On His Mario's Secret Service

ANDY McDERMOTT

JOB: Editor

RESPONSIBILITIES:

Spending all day on the phone, swearing, getting stressed out.

GAME OF THE MONTH: *Goldeneye*



DAMIAN BUTT

JOB: Managing Editor

RESPONSIBILITIES:

Taking trips abroad at someone else's expense, driving an MR2, relaxing.

GAME OF THE MONTH: *Goldeneye*



LOZ COOPER

JOB: Contributor

RESPONSIBILITIES:

Playing games, smoking cigarettes, not getting a haircut.

GAME OF THE MONTH: *Goldeneye*



STUART WYNNE

JOB: Contributor

RESPONSIBILITIES:

Writing solutions, doing Internet stuff, asking to borrow *Goldeneye*.

GAME OF THE MONTH: *Goldeneye*



NICK TRENT

JOB: Designer

RESPONSIBILITIES:

Creating pages, moaning about not having text, playing *Tomb Raider*.
GAME OF THE MONTH: *Hexen*. Just kidding, *Goldeneye*



CALLING IMRAN AHMED!

YOU WON A MEMORY CARD ON THE LETTERS PAGE IN ISSUE FOUR, BUT – DOH! – WE'VE LOST YOUR CONTACT DETAILS. GET IN TOUCH WITH US, AND THE DEAL WILL BE, AS THEY SAY, 'DONE'.



In the light of public opinion, Midway have decided to delay the launch of *Quake 64* so that a two-player mode can be included. The programmers were adamant that it was possible even though their original brief was only to come up with a single player experience like *Doom 64*, and with *Quake's* release now put back until March 1998 they'll have the chance to prove they were right.

As well as optimising the game's code to give maximum speed in the two-player mode, the extra time will also be put to good use creating as many as five levels specially designed for deathmatches. The current roster of one-player levels now stands at 20, but this may also be increased if time (and cartridge memory) allows.

There are even rumours that a four-player mode might be attempted. Given that Midway's last four-player shooter was the execrable *Hexen* this might sound risky, but *Goldeneye* has proven that it's possible to do a great job.

Hopefully, Midway can do the same.

Interestingly, while N64 *Quake* has



been delayed, the PlayStation conversion has seemingly been canned altogether as developer after developer fails to do the business. One up for the N64!

Spot D Difference

NINTENDO'S 64DD DRIVE WILL HAVE A VERY EXCITING ADDED TWEAK NOT MENTIONED IN LAST ISSUE'S TECHNICAL SPECS. UNLIKE CDS, WHERE THE NATURE OF THE PRODUCTION METHOD MEANS THAT EVERY DISK IS IDENTICAL, EACH 64DD DISK CAN BE UNIQUE, WITH DIFFERENT VERSIONS OF THE SAME GAME COMING OFF THE PRODUCTION LINE WITHOUT THE NEED TO CREATE NEW 'MASTER DISKS'.

WHAT DOES THIS NAME FOR GAMERS? THE POTENTIAL IS HUGE – *POCKET MONSTERS*, ONE OF THE FEW GAMES THAT NINTENDO HAS CONFIRMED WILL BE AVAILABLE WHEN THE 64DD IS LAUNCHED IN JAPAN NEXT YEAR, IS ALREADY A BIG HIT ON THE GAME BOY BECAUSE THERE ARE VARIOUS VERSIONS OF THE GAME WITH DIFFERENT MONSTERS. APPLIED TO THE 64DD, IT COULD MEAN THAT EVERY SINGLE COPY OF THE GAME IS UNIQUE – EVEN IF YOU BUY TWO COPIES THAT CAME OFF THE PRODUCTION LINE ONE AFTER THE OTHER, THEY WON'T PLAY IN THE SAME WAY.

IN THE EARLY STAGES, SUCH DIFFERENCES WILL PROBABLY BE FAIRLY MINOR, BUT TAKING THE IDEA TO ITS LOGICAL EXTREME, YOU COULD, FOR EXAMPLE, HAVE AN RPG WHERE NO TWO PLAYERS WILL EVER EXPLORE QUITE THE SAME WORLD. AN RPG LIKE... *ZELDA 64DD*, PERHAPS?



64 MAGAZINE IS THE UK'S BEST-SELLING N64 MAG: OFFICIAL!

YES, IT'S CONFIRMED – 64 MAGAZINE is Britain's best-selling Nintendo 64 magazine, with a storming Audit Bureau of Circulations sales figure (the only sales statistic that is officially recognised by the publishing trade) of 35,095. (Having that nice paper obviously paid off!) We'd like to thank all our readers who contributed to this excellent result, proving in the process that there is a market for a Nintendo magazine that is aimed at a more sophisticated audience, and to assure everyone that we're not going to rest on our laurels – the magazine is just going to keep on getting better!

Remember, any N64 magazine that brags about their sales without having an official ABC figure to back it up is just spouting worthless waffle – the only officially recognised source of sales information is the Audit Bureau. When it comes to being the best-selling Nintendo 64 mag in the UK, there can be only one – and it's 64 MAGAZINE! We rule!

ABC 35,095



We Have The Solution

If your games are giving you grief, then we have a large rectangular pill in the form of *64 Solutions*, Paragon Publishing's new tips magazine dedicated to the N64, out on October 2! Like its PlayStation sister title *PowerStation*, *64 Solutions* will be the indispensable guide for gamers, containing absolutely everything you need to complete the most essential games. Just £3.95 for 132 pages will see you right through any game you care to mention. *64 Solutions* – not to be taken internally!



Mission: Reprogrammable

More on *Mission: Impossible* – the game's final coding has now been taken over by the Lyons-based in-house programmers at Infogrames (owners of Ocean), in order to speed completion of the oft-delayed Tom Cruiseathon. The arrival of *Goldeneye* has also set a new target for *Mission* to beat, and this may lead to the inclusion of a four-player game! Although a late October release has been rumoured, it is unlikely that the game will appear until December at the earliest. One bright spot, though – *Mission: Impossible* will apparently be launched in Europe before America or Japan, so, for once, UK gamers get first dibs...



EURO VISION

THE EUROPEAN COMMISSION EITHER STRUCK A BLOW FOR THE FREEDOM OF business, or opened up the floodgates for a wave of shoddy N64 games, depending which way you look at it, by getting Nintendo to introduce new licencing agreements for European software companies. Originally, Nintendo had total control over the licencing and manufacture of games for its consoles, and had to give its approval (the so-called 'Seal of Quality') before it would allow games to be released. This has now been declared to be in conflict with European laws on fair competition, so Nintendo have had to rewrite their rulebook for the European market.

Under the new ruling, European software companies can now release games without having to have them approved by Nintendo, can put out as many titles as they want, and can even manufacture their own carts. The sheer cost of this will probably make take-up of the relaxed rulings limited, but it has happened in the past. British company Codemasters took on Sega, and won, when it manufactured its own unapproved cartridges for the Mega Drive a few years ago.

The ruling, of course, doesn't apply to other territories such as Japan or the US, where Nintendo still maintains its iron grip on software. It's also pretty unlikely that the market will be flooded with unapproved third party carts; N64 games are very expensive to develop, and putting out an unlicensed game in Europe would guarantee that it would never get a release in Japan or America, which are both bigger markets. However, there is a prospect of a few games aimed specifically at the European, or even British, markets. Who knows, the next *Micro Machines* might pop up unexpectedly in this way...

Dead Or Alive

THE NINTENDO RUMOUR MILL IS CURRENTLY GRINDING WITH THE POSSIBILITY OF A GOOD BEAT-'EM-UP FOR THE N64! ACCLAIM (WITH THE HELP OF PROBE) AND TECMO ARE APPARENTLY WORKING TO BRING THE LATTER'S ARCADE GAME *DEAD OR ALIVE* INTO THE HOME, AND SINCE IT'S A PRETTY GOOD FIGHTER (ORIGINALLY BASED ON THE HARDWARE USED IN SEGA'S *VIRTUA FIGHTER 2*) IT'S CERTAINLY WELCOME NEWS. PLUS IT GIVES US THE CHANCE TO USE AN ENTIRELY GRATUITOUS PICTURE OF AN ATTRACTIVE YOUNG LADY IN A TIGHT LEATHER OUTFIT IN THE MAGAZINE, ALWAYS A GOOD THING IN OUR BOOK.

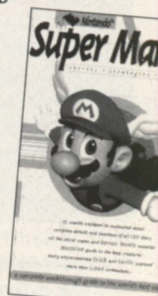


MARIO BROUGHT To Book

AN IDEAL PRESENT FOR ANY MARIO FANATICS IS *SUPER MARIO 64: SECRETS, STRATEGIES & SOLUTIONS*, WRITTEN BY OUR VERY OWN MAN IN BLACK, STUART WYNNE. THIS 200+ PAGE BOOK HELPFULLY DESCRIBES EVERY SQUARE INCH OF *SUPER MARIO 64*, FAT PENGUINS AND ALL, AND CAN ALSO BE USED TO CRUSH SMALL ANIMALS WITH ITS BULK.

SUPER MARIO 64: SECRETS, STRATEGIES & SOLUTIONS COSTS A TRIFLING £9.95 (A BARGAIN CONSIDERING THE ENORMOUS AMOUNT OF PLUMBERESQUE KNOWLEDGE CONTAINED WITHIN) AND IS AVAILABLE FROM THE USUAL OUTLETS, OR YOU CAN USE THE ORDER FORM IN THIS VERY MAG. G'WAN, WASH THE STARS BACK IN!

IF MARIO'S NOT YOUR PARTICULAR CONTAINER OF TANNIN-RICH BEVERAGE, THERE'S ALSO THE MORE GENERALLY-TITLED *NINTENDO 64: SECRETS, STRATEGIES & SOLUTIONS* EAGERLY AWAITING YOUR READIES. JUST £14.95 WILL SEE THIS ULTRA-GLOSSY, ULTRA-DETAILED BOOK OF COMPLETE GUIDES TO *LYLAT WARS/STARFOX*, *SHADOWS OF THE EMPIRE*, *BLAST CORPS*, *PILOTWINGS*, *MARIO KART*, *ISS 64*, *WAVE RACE*, *MORTAL KOMBAT TRILOGY*, *KILLER INSTINCT GOLD*, *TUROK*, *WAYNE GRETZKY*, *MARIO 64* AND (UGH) *WAR GODS*, AS WELL AS A COMPLETE LISTING EVERY CHEAT FOR EVERY GAME TO DATE, SLIDING SMOOTHLY INTO YOUR OUTSTRETCHED PAWS. MAKE SOMEONE HAPPY (YOU AND US) BY BUYING IT ASAP – YOU WON'T REGRET IT!



GAME TAKEN OVER

American software company Take Two, makers of... well, nothing that springs readily to mind, have bought the European arm of GameTek. Part of the deal is that the *Jeopardy* and *Wheel Of Fortune* N64 games will now be published by Take Two rather than GameTek. The only game not included in the deal is, typically, the one people were most anticipating; *Robotech: Crystal Dreams* has now had its UK release postponed indefinitely, and it is uncertain at this stage which company will even hold the UK rights.



LATEST RELEASE DATES

ROLL UP, ROLL UP, PLACE YOUR BETS ON RELEASE DATE ROULETTE! WE'VE ALL BUT GIVEN UP TRYING TO PREDICT WHEN A GAME WILL ARRIVE ON THE SHELVES, BECAUSE RELEASE DATES HAVE BEEN KNOWN TO CHANGE ON THE DAY BEFORE THE GAME WAS MEANT TO BE ON SALE! AT THE TIME OF WRITING, THIS LIST IS ACCURATE, THOUGH IN THE TWO WEEKS BETWEEN IT BEING WRITTEN AND IT ACTUALLY REACHING YOUR NEWSAGENT, IT'LL PROBABLY WIND UP AS CLOSE TO REALITY AS TELLYTUBBIES.



UK

NOW-OCTOBER

Lylat Wars (Nintendo)
Multi Racing Championship (Ocean)
Doom 64 (GT Interactive)
Hexen (GT Interactive)

NOVEMBER-DECEMBER

Goldeneye (Nintendo)
Extreme G (Acclaim)
Mission: Impossible (Ocean)
Clayfighter 63 1/3 (Interplay)
F1 Pole Position (Ubi Soft)
Top Gear Rally (Kemco)
WCW vs NWO World Tour (THQ)
Jeopardy! (Take Two)
Wheel Of Fortune (Take Two)
Robotron 64 (GT Interactive)
War Gods (GT Interactive)

JANUARY-MARCH 1998

Diddy Kong Racing (Nintendo)
Banjo-Kazooie (Nintendo)
Mischief Makers (Nintendo)
F-Zero 64 (Nintendo)
Yoshi's Story (Nintendo)
Zelda 64 (Nintendo)
Conker's Quest (Rare)
GASP (Konami)
Nagano Winter Olympics (Konami)
NBA In The Zone '98 (Konami)
Castlevania 64 (Konami)
Bomberman 64 (Hudson)
Quest 64 (THQ)
Twisted Edge Snowboarding (Kemco)
Chameleon Twist (Japan System Supply)
Tonic Trouble (Ubi Soft)
MK Mythologies (GT Interactive)



JAPAN

NOW-OCTOBER

Puyo Puyo Sun 64 (Compile)
Baku Bomberman (Hudson)
J-League Eleven Beat 1997 (Hudson)
J-League Dynamite Soccer 64 (Imagineer)

NOVEMBER-DECEMBER

Yoshi's Story (Nintendo)
Diddy Kong Racing (Nintendo)
F-Zero 64 (Nintendo)
The Legend Of Zelda 64 (Nintendo)
Tamagotchi 64 (Nintendo)
Hyper Olympics In Nagano (Konami)
Dual Heroes (Hudson)
Legion X (Hudson)
Toukon Road: Brave Spirits (Hudson)
Top Gear Rally (Kemco)
Aero Gauge (ASCII)
Macross: Another Dimension (Tomy)
Famista 64 (Namco)
Sonic Wings Assault (Video System)
Holy Magic Century Eltale (Imagineer)
Struggle Hard (Imagineer)
Sim City 2000 (Imagineer)
Kiratto Kaiketsu! 64 Tanteidan (Imagineer)
Rev Limit (Seta)
Morita Shogi 64 (Seta)
Hexen (Gamebank)
Chameleon Twist (Japan System Supply)
Hiryu No Ken Twin (Culture Brain)
Pro Mahjong Kiwame 64 (Athena)
Heiwa Pachinko World 64 (Shouei System)
Virtual Pro Wrestling: Ultra Battle Royale (Asmik)
Hashire Boku No Uma (Culture Brain)
Super Robot Spirits (Banpresto)
Harukanaru Augusta: Masters '98 (T&E Soft)

JANUARY-MARCH 1998

Banjo-Kazooie (Nintendo)
Kirby's Air Ride (Nintendo)
(64DD) Mario Paint 64 (Nintendo)
(64DD) Mother 3 (Nintendo)
(64DD) Pocket Monster 64 (Nintendo)
(64DD) Sim City 64 (Nintendo)
Jungle Emperor Leo (Nintendo)
Flights of the U.N. (Video System)
Wayne Gretzky's 3-D Hockey '98 (Gamebank)

USA

NOW-OCTOBER

Mischief Makers (Nintendo)
Lamborghini 64 (Titus)
Extreme G (Acclaim)
Robotron 64 (Midway)
Mace: The Dark Age (Midway)
Top Gear Rally (Midway)
F1 Pole Position 64 (Ubi Soft)
Wheel Of Fortune (Gameltek)
Jeopardy! (Gameltek)
Clay Fighter 63 1/3 (Interplay)

NOVEMBER-DECEMBER

Diddy Kong Racing (Nintendo)
Yoshi's Story (Nintendo)
Conker's Quest (Rare)
Mystical Ninja 64 (Konami)
NBA In The Zone '98 (Konami)
Mission: Impossible (Ocean)
Bomberman 64 (Hudson)
Legion X (Hudson)
WCW vs. NWO: World Tour (THQ)
MK Mythologies (Midway)
San Francisco Rush (Midway)
Wayne Gretzky's 3D Hockey '98 (Midway)
John Madden 64 (EA Sports)
NFL Quarterback Club '98 (Acclaim)
Duke Nukem 64 (GT Interactive)
Aero Fighters Assault (Paradigm)
Robotech: Crystal Dreams (Gameltek)
Space Station: Silicon Valley (BMG)

JANUARY-MARCH 1998

Banjo-Kazooie (Nintendo)
The Legend Of Zelda 64 (Nintendo)
Body Harvest (Nintendo)
MLB Featuring Ken Griffey Jr (Nintendo)
Nagano Winter Olympics '98 (Konami)
GASP (Konami)
Castlevania 64 (Konami)
Bio Freaks (Midway)
Quake 64 (Midway)
NHL Breakaway '98 (Acclaim)
Turok 2 (Acclaim)
Forsaken (Acclaim)
NBA Jam '98 (Acclaim)
WWF '98 (Acclaim)
Quest 64 (THQ)
Tonic Trouble (Ubi Soft)
Virtual Chess 64 (Titus)
Freak Boy (Virgin)
Earthworm Jim 3 (Interplay)

Shake Apart A Kart

Nintendo have confirmed that a Rumble Pak upgrade of *Super Mario Kart 64* has been completed, but the company is not yet certain whether it will be released. *Mario Kart 64* is the best-selling N64 game in Japan, which will obviously limit the number of 'Shindou' versions of the game which could be sold as the two games are otherwise identical.

Also confirmed is the news that most, if not all, of Nintendo's upcoming releases – including *Yoshi's Story*, *Zelda 64* and *F-Zero 64* – will include Rumble Pak compatibility from the start.

We were going to take a look at *Shindou Mario 64* and *Shindou Wave Race* this issue, but a lack of space (more than three new N64 games in one month! What's the world coming to?) prevented us. Who knows, now that we've finally managed to visit Rare, maybe the Rumble Review could be our next permanently delayed feature?



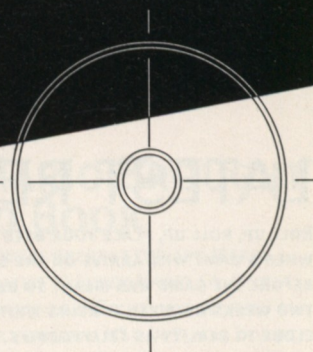
64 CHARTS

No	GAME	PUBLISHER
1	MARIO KART 64	NINTENDO
2	SUPER MARIO 64	NINTENDO
3	ISS 64	KONAMI
4	TUROK: DINOSAUR HUNTER	ACCLAIM
5	KILLER INSTINCT GOLD	NINTENDO
6	SHADOWS OF THE EMPIRE	NINTENDO
7	WAVE RACE 64	NINTENDO
8	PILOTWINGS 64	NINTENDO
9	FIFA 64	EA SPORTS
10	MORTAL KOMBAT TRILOGY	GT INTERACTIVE

NEWS NUGGETS

Assorted Nintendo nibbles; the renamed *Yoshi's Story* is due out in Japan in November, to be followed a month later by... wait for it... *Zelda 64*! My heart! The plot will apparently revolve around Link rescuing Princess Zelda yet again, so no surprises there. *Banjo-Kazooie* may undergo a name change in Japan to *Banjo's Adventure* (hooray!), but the launch has been delayed until March 1998 to accommodate the unexpected appearance of *Diddy Kong Racing*. *Kirby's Air Ride* and Nintendo's golf game (which may be called *Mario Golf 64*) have also been postponed until 1998.

64sight



10

ZELDA 64

NINTENDO • WINTER 1997? (JAPAN)

Yet more pictures of Nintendo's long-awaited RPG have arrived from Japan, showing off more of Link's combat moves (huge flashes of light spark whenever he hits an enemy in true anime style), and also dropping a hint that there might be more than a little *Tomb Raider* DNA mixed into the game. Look at the shot of Link leaping from pillar to pillar over a lake of boiling lava... remind you of anything?

Not all the creatures in the game

appear hostile – as well as the chickens that we featured last issue, Link now appears to have been through the desert on a horse with no name. Best of all, he can actually ride the nag, so it should take the slog out of traversing those landscapes!

The most amazing news about *Zelda 64* is the size of the cartridge – it will be an absolutely mammoth 256Mbits (32Mbytes), four times the size of *Super Mario 64*! Designer



Shigeru Miyamoto has also dropped a few hints about what will be in the game, including helpful fairies who assist Link in various ways, such as warning him whether other characters are friends or enemies. Link has several weapons to choose from, including two types of sword – it's up to the player to decide which weapon is most useful in particular

circumstances. Magical items will also feature prominently, though the only ones that Miyamoto have named so far are the mysterious Heavy Boots.

Any worries about *Zelda 64* being limited by not appearing on the 64DD are rapidly evaporating – at this rate, the game seems set to be absolutely awesome. Keep reading 64 MAGAZINE for the latest news!



F-ZERO⁶⁴

NINTENDO • WINTER 1997? (JAPAN)

The big news on Nintendo's racer is that it has now acquired a four-player mode! More detail is visible on the tracks as well – at this stage, the

backgrounds don't look as detailed as those in Acclaim's *Extreme G* (see page 20), but the game still has some months of development to go.

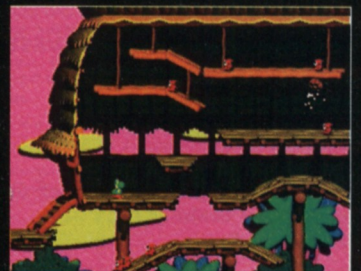
Extreme G has shown just how fast the N64 can go (if it got any faster, it would start being almost impossible to play!), so Nintendo have a target to aim for with *F-Zero 64*. Can they make it more playable as well? The Big N tend not to take competition lying down...



YOSHI'S STORY

NINTENDO • NOVEMBER 1997 (JAPAN)

So it's farewell to *Yoshi's Island*, hello to... *Yoshi's Story*. Nintendo have announced a title change for their upcoming sidekickathon, for no good reason other than to confuse people. These are the same people who rechristened *Starfox* as *Lylat Wars*, remember...



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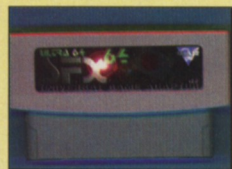
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EA SPORTS • NOVEMBER 11 (US)

Just as night follows day and winter follows autumn, *John Madden* American football games follow the launch of a new console. Electronic Arts' flagship sports franchise is about to put in an appearance on the N64, which was inevitable; what has surprised people is just how soon it will happen. Although EA gave no hints about a *Madden* game at the E3 show, *John Madden 64* is scheduled to hit American shelves in only a few

months, ready for the lucrative holiday season.

As well as the usual American football features, which the *Madden* games have been no slouch at making use of in the past, *Madden 64* has a new addition – a 'helmet cam' view, where you can play the game through the eyes of the players!

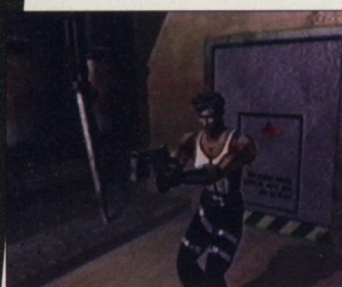
Madden 64 will be in direct competition with Acclaim's *NFL Quarterback Club*. Which will be more attractive to punters – a bunch of over-muscled no-necks, or a fat bloke in an obvious syrup? We'll keep you informed...

JOHN MADDEN⁶⁴



HYBRID HEAVEN

KONAMI • SUMMER 1998 (JAPAN)



PlayStation owners were gloating about *Metal Gear Solid* from Konami, a very impressive 3-D action sci-fi adventure... until Konami also announced *Hybrid Heaven* exclusively for the N64, which looks even better!

Not much is known about the plot of the game, beyond the sci-fi setting, but we'll bring you more news as it comes out of Japan. In the meantime, feast your eyes on these stunnas...



NBA In The Zone '98

KONAMI • DECEMBER 1997 (US)

Leaving aside the horror that is *NBA Hangtime* (reviewed this issue), Konami will be the first company to bring a true basketball game to the N64. Unlike *Hangtime*, which was a two-on-two game full of comedy moves, *In The Zone* will have full five-player teams and promises to

be an altogether more realistic experience.

All the current NBA players will be included in the game, along with their signature moves, as well as a Season mode which allows a player to guide his or her chosen team through a full year's play.



PUYO PUYO SUN⁶⁴

COMPILE • OCTOBER 1997 (JAPAN)

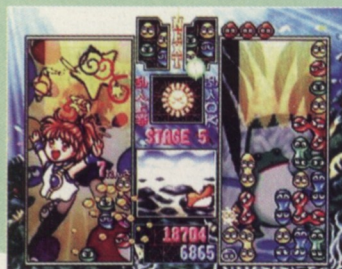
Good news for fans of puzzle games – *Tetrisphere* will be joined fairly soon by Compile's *Puyo Puyo Sun 64*. *Puyo Puyo* (which also goes by the alias *Mean Bean Machine*) is, in 64

MAGAZINE's view, a bleedin' fantastic game, and its arrival on the N64 has got our fingers twitching in anticipation.

Puyo Puyo is a *Tetris*-style game where players compete against each other to clear their side of the screen of bemused coloured blobs (the

eponymous Puyos) by arranging them into like-coloured groups of four or more. Each time a group is completed, they vanish and an appropriate number of hard-to-remove dead Puyos clatters down on the opponent's screen. The loser is the first person whose screen is filled with Puyos. The game is extremely simple to play, but fiendishly addictive!

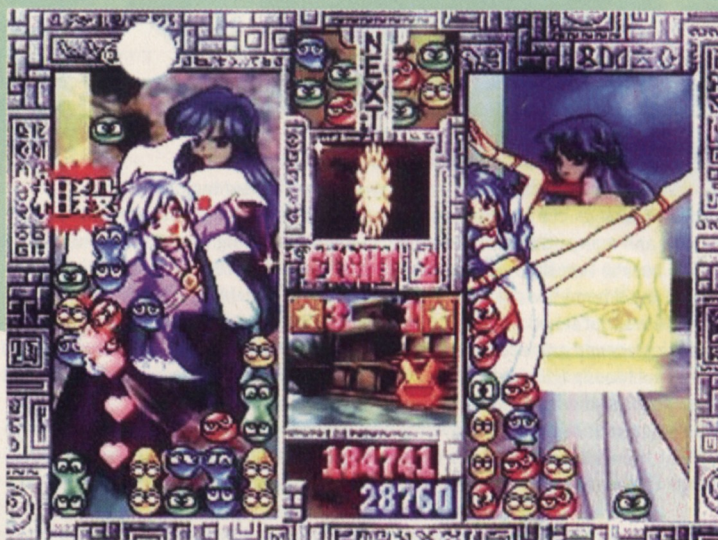
Puyo Puyo 64 doesn't look as though it'll strain the N64's processors (it's most definitely a 2-D game) even with its Rumble Pak compatibility, but so long as Compile don't screw around with the gameplay they should have a multi-player hit on their hands when the game is released in Japan this October. Watch out for a review soon.



TITUS • SEPTEMBER 30 (US)

LAMBORGHINI⁶⁴

You wait ages for an N64 racer, then about 300 arrive at once! Titus's impressive-looking *Lamborghini 64* will be reviewed soon, but for now these gorgeous grabs should keep you salivating. The game has now sprouted a four-player mode as well, so it looks as though the N64 will definitely be the machine for combining socialising and gaming!



WETRIX

OCEAN • WINTER 1997 (US)

It's wet. It's weird. It's Mancunian! British developers Zed Two have created this new puzzle game for Ocean, where the aim is to drain away water from a series of isometric landscapes as quickly as possible. Of course it's not as easy as it sounds, because things keep dropping onto the playing area and driving up the water level! The game supports a two-player mode, as well as a puzzle-solving set of landscapes.



When I'm

64



Since the stack of letters waiting in the editor's in-tray is threatening to topple over (not that the extra mess would be noticed on Andy's pit of a desk), the 64 MAGAZINE letters pages have been boosted by 50% this issue. That's a 50% increase in your chances of winning a memory card for speaking your mind, so what are you waiting for?



64 MAGAZINE, in association with Fire International, is pleased to announce a little incentive for our readers to get involved with the magazine – every letter printed will win a 256K memory card from Fire, and a Star Letter each month will be showered with more gadgets than Q Branch!

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MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

Why is *Shadows Of The Empire* so crap? I and many other readers were led to believe that this was a good game! But when I bought the game I discovered that it had no great graphics or even gameplay! For god's sake, the bloody NES had better graphics! Not the best use of the N64's power at all. And you gave it 88%!

BENJY GOGAN, DUBLIN

Hence the reason for introducing a second opinion box in our reviews. You're being a bit hard on *Shadows'* graphics, but it definitely is a hoof of a game, even more so in the light of *Turok* and *Starfox*. Chalk it up to first issue enthusiasm...

MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

Having once been the proud (at the time) owner of a 3DO who, with growing disgust, waited, waited and waited for the arrival of the M2 add-on, I must confess to a sense of deja vu watching the latest developments with regards to the 64DD.

Seeing the 64DD's specifications change with each of your issues and an ever-receding release date makes me doubt whether the 'fabled add-on' will ever see the light of day. No major hardware upgrade has ever succeeded on a format before and the fiasco of Sega's Mega-CD and 32X alienated so many Mega Drive owners that the Saturn never fully achieved its potential.

To have any chance of success, the 64DD would have to be released

alongside some unique, groundbreaking software, using Nintendo's big brand names to make it a must buy. Yet we've seen Nintendo slowly switching the 64DD games back to cartridge and instead of *Zelda* to sell the machine, we're supposed to believe that people will be rushing out to buy *Mario Paint*?

The continual postponement of the release date only makes matters worse. Fairly soon, the 64DD will be competing for gamers' money with the next generation of consoles from Sega and Sony, and by then it will be too late.

All this unfortunately leads me to the conclusion that the 64DD will never be released. Nintendo are sucking in the punters while the release date will be put back again and again before being quietly dropped. Now don't get me wrong, I'm delighted with my N64 and the games are the best I've ever played, but come on Nintendo and own up – the 64DD is a mistake and the sooner you drop it, the sooner you can concentrate on more top quality software.

Keep up the excellent work with the magazine!

MARK COLQUHOUN, WOKING

Sony and Sega's new consoles are unlikely to see daylight until the end of 1998 at the earliest, but you're right that Nintendo don't have much leeway to establish the 64DD as a credible format. Nintendo's boss Hiroshi Yamauchi is effectively gambling the end of his career on the 64DD (see 64 Showcase this issue),

with his company's reputation, as much as its money, at stake.

When we visited Rare (see feature this issue), the impression we got from them of the 64DD was that it is similar to a Zip drive (a PC/Mac accessory which uses removable 100Mbyte disks), so there's not really any doubt that the hardware will work. It's the software that counts, though, and *Mario Paint* certainly isn't a killer app! Nintendo are putting a lot behind *Pocket Monster 64*, but while the original Game Boy title is a massive hit in Japan, it's not exactly a household name in the West. *Mother 3*/*Earthbound* and *Sim City* are also at this stage lacking in 'must have' name value.

The fact that Nintendo have pulled their big titles like *Zelda* away from the 64DD and back onto carts shows that they're being cautious about their add-on, and they don't want to risk damaging any of their famous names by putting them on an untried format. Yet, without these big games, how are they going to encourage gamers to buy the damn thing in the first place? It's a circle of particular viciousness, but Nintendo are going to have to break it before next March

– if they launch the 64DD without a killer game on a par with *Mario 64* (*Metroid 64*, perhaps?), the Virtual Boy fiasco will be just a stubbed toe in comparison, and Yamauchi's previously glittering career will end with a major loss of face for the company.

MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

I am writing to inform you that in issue 3 of 64 MAGAZINE you joined countless other games mags in the "let's give everything with a bit of blood an 18 certificate" club, when you said that *Resident Evil* for the PlayStation had an 18 certificate, when (as I'm sure you well know) it only has a 15 certificate.

Do you all think that by saying this it will encourage older gamers to buy the machine, thinking they are going to get adult games, or make people think that the kiddy image the console has is going to be wiped out because of the excellent games coming out on it? Are we all expected to believe that Nintendo of all people would allow an 18 certificate game to be released on their machine? They are going to censor *Duke Nukem 64*,



DEAR 64 MAGAZINE,
I was so impressed by
issue 1 of your mag that I

STAR Letter!

course you didn't, you're
too busy catering for the
'more mature audiences',



immediately filled in the subscription form for 12 months and sent it off the very next day. After waiting absolutely ages I finally received issue 2 (hallelujah!), only to find it had gone from being a brilliant mag to an average one. Aaaargh! I would personally like to bottle up the echoes of Paul Night's comments on a 'more mature attitude', seal them in concrete and dump them smack bang in the middle of the North Sea. Don't take any notice of this, or before you know it your once 'funny but accurate' mag will be transformed into a boring, dull and over-priced waste of paper (in other words, an exact replica of *64 Extreme* magazine). Okay, so you can be more 'grown up' than the other magazines, that's fine, but surely you can still include things like free posters or a gallery for people to send in their pictures (I sent one in to you in hope of this, only to be disappointed. It is probably lying crumpled up in one of your '64 bins' right now).

Come on guys, if you keep this up before you can say 'mature attitude' you will have no younger readers at all. We may only be a small percentage, but it could well be that little extra that could make the difference to your overall profits for the year. Who knows? If you take my suggestions on board then it may be that younger people who were put off your magazine at first will start turning back. Then they'll tell their N64-owning chums (let's face it, within a year everyone will have one) about it. Before you know it, not only will you have an audience of adults, you will also have an audience of 10-16 year olds as well.

And as for what you said in issue 2 (I quote, "...aimed at the older audience, who let's face it are the only ones with enough cash to pay £70 for a game on a regular basis..."), haven't you heard of Christmas? Or birthdays? Or presents? Or savings? It sounds like you haven't. Anyway, the way things are going on the N64, who would want to buy games like *MK Trilogy* or *War Gods* on a regular basis? Did you ever think of that one? No, of

aren't you? Don't try to deny it!

I can just see the headlines in a few years from now. "Today at 2:00, the jury came to the verdict we'd all been expecting - the console ban for the under-25s. The judge said 'To play game consoles you must be at least 25 years old, because consoles these days are far too advanced for the pathetic younger generation. They must stick to their dollies and toy cars, ha, ha, ha haaaaaaa!'"

For god's sake, who do you think Nintendo, Sega and Sony originally targetted (before you lot barged into the gaming market)? I think you'll find the answer is us, the 12+s. Don't do this to us, 64 MAGAZINE, pleeeeee. Don't turn console gaming from a leisure activity into an all-serious adult matter. Don't take them away from us, we can share them and live in harmony. Please, please, please prove me wrong on this matter!

GAVIN PARKER (13), STOCKTON-ON-TEES

(Adopts *Monty Python* Yorkshireman voice, admittedly not too different from normal one): "Eeee, bloody kids, don't know they're born. I were playin' videogames when tha were minus eight, by 'eck..."

Your points about the mag are well taken - it's a tricky balancing act trying to please everyone. If we cater mainly for a younger readership there's the risk that adults wouldn't be seen dead reading the mag, and if we skew things too far upwards we might lose the kids. Personally, I think we've got the balance about right; as someone who (shockingly) was once 13 myself, I know that younger readers don't necessarily want to be treated like children. Who wants to be patronised by cartoon characters or exclamations that could have come from a Billy Bunter comic?

Anyway, for your mature analysis you get this month's Star Letter award. Now I'm off to play with my toy cars.

audience, was completely biased against Nintendo. Nintendo don't need to make games with loads of blood and killing in them because they know that they'll sell more if they make them appealing to everybody, and they won't anger politicians and people like Mary Whitehouse. I'm 15 years old, but I don't think that games have to be really violent or gory to be cool, and I don't have a problem with playing games with 'appealing, cartoony central characters'. Nintendo know what they're doing, but you're so biased towards the PlayStation that you can't see it. The N64 is the best games machine on Earth and Nintendo make the best games on Earth, so either admit this or make room for somebody who will.

RICH DAWSON, BRISTOL

Cool, my first hate mail! I suppose I should be offended, but I'm too busy

counting all the money that Sony gave me to bring down Nintendo and pave the way for their global domination.

There's this thing called a 'point', which you totally missed in my editorial. Did I ever deny that the N64 is a great machine? Er, no. The point I was making, obviously not strongly enough, is that by skewing their games towards the younger end of the market, Nintendo stand a chance of losing out with the more affluent older players, who might compare *Tomb Raider 2* (cover model from *The Face*, guns, moody action in vertiginous ancient cities) with *Conker's Quest* (happy cartoon squirrel, bottom-bounces, retina-cripsing happyland colours) and not unnaturally decide that the former fits in better with their lifestyle.

I want the N64 to succeed, seeing as my job depends on it. At the same

time, I don't want this success to come solely from games aimed at the youngest common denominator, and *Goldeneye*, *F-Zero 64* and the like are steps in the right direction. If Nintendo can produce titles that cover *all* the ground in the gaming market, from the under-tens (and their parents) to the decent-income-no-kids professionals for whom a console is as much a part of the home entertainment setup as a big TV or a CD player, then success is assured and we can all go home happy.

Still, I'm glad that the editorial provoked a response - that's what it's there for! I could just sit there like some haircut and prattle on about what a happy family we are and all the smashing games we've played this month, but where's the fun in that? Next issue: why drugs are great.



and they will probably censor *Resident Evil* so it doesn't even need a certificate!

So explain how you all seem to make the same mistake of saying certain games have 18 certificates when they don't, and if you are going to lie about this certificate thing again at least do it with a game that isn't already out on another format.

PETER CHARLTON, GWYNEDD

PS: Getting rid of 'Koopas' Q&A' from issue 2 was a good idea; to say it was childish would be an understatement and it would tarnish an otherwise good magazine.

Regarding *Resident Evil*, that's what happens when you shout "Oi, what certificate is *Resident Evil*?" across the office to the supposedly knowledgeable PlayStation mag editors. Next time, we'll traipse across town to Game and look for ourselves!

The chairman of Nintendo of America has flat-out stated that Nintendo's main target audience is 14-year old boys, so anything that doesn't meet some apple-pie standard of 'family values' is going to see some toning down. That said, the US versions of *Doom 64* and *War Gods* (pshaw!) are both certified as suitable for over-17s only, but since it's perfectly legal in the States for an adult to take a ten-year old to see *Crash* or *Candyman* it's a meaningless industry sop to the Christian Right. Over here things are slightly stricter, but it's unlikely that we'll see anything higher than the 15 certificate given to *Killer Instinct Gold*. More's the pity.

MEMORY CARD: WINNER

DEAR ANDY McDERMOTT,

Why do you hate the Nintendo 64? After reading your editorial in issue 4, and also seeing some of the comments you made in the magazine about Nintendo's new games like *Banjo-Kazooie* and *Conker's Quest* and the 'Ware Wars' feature, it's obvious you're totally biased against the N64 and Nintendo. If you hate the N64 so much, why are you editing a magazine about it? You should give the job to somebody who actually likes the games and isn't totally cynical about them. If you can't recognise that Nintendo make the best games in the world then you shouldn't have the job in the first place.

Your aggressive editorial in issue 4, about Nintendo's policy of making games that are intended for a family



MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

As a regular reader of 64 MAGAZINE, I'm writing in total agreement with the question rolling around in editor Andy McDermott's mind. I am a committed gamer aged 30, and have over the years owned nearly every games console there has been.

The N64 is by far the most advanced games console on the market, and with good marketing of the product coupled with good quality games, Nintendo really could be the number one gamers in the world again and finish the competition for years.

The real problem at the moment is the total lack of variety of games, and yes, at the moment it looks like a constant diet of Disney, so Nintendo really needs to cater for gamers of all ages. There is nothing better than having friends round and battling it out on a superb sports game like *ISS 64*, but how about some serious-type games you can tackle on your own? I think of games like *Command & Conquer* and its superb follow-up *Red Alert*, *Settlers*, *Premier League Manager* and other games available on the PC. The N64 can produce superb graphics and gameplay, but at the moment Nintendo needs more third party developers, whether it likes it or not.

I found myself feeling rather disappointed at Nintendo's E3 lineup. The N64 is the best console available and as shown with *Mario* and *ISS* can handle top games but Nintendo, please take note, think of adult gamers and start to broaden the horizon of games available.

MICHAEL GOULD, PORTSMOUTH

Hopefully from third party developers of the standard of Konami rather than Midway...



MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

I have owned an N64 for approximately six months, and have spent a lot of money on games, only to find that the only things they offer are good graphics and sound, but have an appalling lastability factor – they are just too easy.

I have owned everything from *Mario 64* to *FIFA 64*, and the completion times are very short (the longest being *Mario* – three weeks – and the shortest being *Killer Instinct Gold* – three days).

Secondly, I would like to say that your games reviewers should look at games from everyone's perspective as

I think *FIFA 64* is the dog's testes of a football game and your 29% rating doesn't do it the justice it deserves.

PETER COPELAND, LINCOLN

The problem of excessive easiness comes from Nintendo's desire to make games that are easily accessible to absolutely everybody, regardless of gaming ability. This has the unfortunate side-effect that while people who have limited experience of videogames will have a nice gentle learning curve, hardcore gamers will have annihilated the early stages in no time at all.

If we reviewed games from 'everyone's perspective', we'd be unable to produce a meaningful review, because there will always be some people who don't agree with our opinions! For instance, you say *FIFA 64* is the dog's testes. We'd subtract the dog...



MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

I am really annoyed at people who complain about prices being too much, because even if games cost £20 people would still say they cost too much. You get what you pay for. I don't mind paying a bit more for the best game in the world.

I also like your magazine because you don't say not to buy import stuff.

Instead of ignoring people who buy import games, you help them out and give them advice. I think this is a lot better than treating them like they are not there. Keep up the good work.

RICHARD KEMP, LONDON

PS: My mate thinks you make up letters because you wouldn't give out a memory pak to people.

Back in the days of the ZX Spectrum and the Commodore 64, you could buy games for £1.99. And you know what? People still copied them because they complained about having to pay 'all' that money. Nintendo would have to hand out games for free on street corners before people stopped moaning about the cost! As you say, you get what you pay for.

PS: Shows what your mate knows, dunnit?



MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

My son bought a copy of your magazine while we were on holiday in Dublin. I noted that the cover price was £3.95, yet he was charged £5.68. I queried it with the assistant, who said the price difference was because it was imported into the country. The Irish £ is only a few pence different in value to ours. I noted that *Nintendo Magazine* was apparently selling for

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its cover price over there. I feel this price difference is very unfair and would appreciate your comments.

MRS E BOWER, WAKEFIELD

Unfortunately, the assistant was right – magazines imported into the Republic of Ireland from the UK have an import duty slapped on them, and there's not really a lot we can do about it. The only way around this would be to have an edition actually printed in the Republic to get around the duties, but the cost of doing this probably wouldn't lower the price by much!

MEMORY CARD LOSERS!

On the whole, we get a pretty decent standard of correspondence from our readers – hardly anyone writes in crayon, for a start. But occasionally a few missives of outstanding dumbness or bare-faced cheek slip through. In the interests of chlorinating the gene pool, we thought we'd make an example of these risible attempts to obtain a free memory card. Which they have singularly failed to do, by the way.



DEAR 64 MAGAZINE,

I am a recent subscriber to your magazine and I would like to know if it was worth it, you know, will it supply enough info, cheats, new stuff etc. If you don't answer this I will think the answer will be that you don't supply anything and I will unsubscribe. Thank you.

MARK RAMADAN, KIDLINGTON

We're sorely tempted to remove you from our subscription list ourselves. If only you'd remembered the *other* letter you sent us, where you answered your own question by praising us to high heaven. And yes, you *can* use a UK controller with an NTSC machine, since you asked.

DEAR 64 MAGAZINE,

Select Mario GP 150cc and take gold in all

cups, there will then be a new option in the Mario GP cc menu.

Send the memory card to

TOMMY ANDERSSON, MUNKEDAL, SWEDEN

Yes, we already knew that. As did the lost tribe in the Amazon that also tried passing off common knowledge as something new and amazing.

DEAR 64 MAGAZINE,

In *Killer Instinct Gold*, to access the sky stage both players must press Down and MK when they select your character. All subsequent battles will be on this stage until you select a different one.

TAYO WALKER, LEEDS

Ah! So you saw Cheat Central in issue 3! Funnily enough, so did we.

DEAR 64 MAGAZINE,

I just thought I'd bring it to your attention that your brill mag is being copied... sort of. Future Publishing's mag is a crappy copy of your title. The very name suggests it: 'N64 Magazine'. There's a 'new gadgets' section just like yours, and your Nindex has been blatantly copied by their 'Directory'. Did they think they could... [snip – Ed]

JOHN, CYBERSPACE

You know, we do actually read the other N64 mags from time to time, including their letters pages – if you're planning on blagging freebies by writing the same thing to multiple magazines, you should try and time it so we've sent the prize out *before* the other letter appears in print like David Waller did in issue 3, the cheeky git. (Also, if you're going to e-mail us letters, put your real address in there as well!)

We're not going to get into magazine-versus-magazine slagging because it's just as puerile and pointless as 'my machine's better than your machine', and frankly we're above it. Besides, as we were Britain's *first* (and officially best-selling) N64 mag, all the others are just pallid copies of our brilliance anyway.



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BIKE TO THE FUT

ACCLAIM have called upon **BRITISH** developers **PROBE** to give them their next *Turok* – and it looks like *Extreme G* could **WIPE** out all **COMPETITION!**



"EXTREME G REALLY THROWS you into the game. It's like a fucking rollercoaster ride!"

Well, that's what developers Probe Entertainment had to say about their first N64 game for Acclaim, and having seen the thing running at a velocity previously reserved for photons and white Astramax vans, it's hard to disagree. The driving philosophy behind *Extreme G* is speed, speed and more speed, and just when you think it can't get any faster someone reminds you that you haven't even used your

turbo yet. Then, as if that wasn't enough, the track suddenly makes like the evil fantasies of Alton Towers' chief ride designer and twists, rolls, loops and corkscrews out from beneath you. Sit too close to a big screen while playing, and you'll probably find your dinner trying to leave your body the way it came in.

64 MAGAZINE braved the brain-melting complexities of Croyden's trench-filled roads and one-way systems (which put the tracks in *Extreme G* to shame) on a blisteringly hot August day to find the team behind the game in ebullient mood. With only a few weeks before the game is 100% complete and ready to go, the time had come to give *Extreme G* its sternest test yet – facing the bloodshot eyes of cynical and bitter games hacks. The first question from said hacks was also the obvious one – isn't *Extreme G* just a copy of *Wipeout*?

Darren Anderson, the game's producer, and John Taylor, the designer, obviously disagree. To them,

Wipeout is old news. "It takes *Wipeout* that much further," says John. "It's a lot faster, it's got loops, you can go straight up buildings, it's got more weapons, more ways of playing it. It's adding a lot of different new elements to it, really."

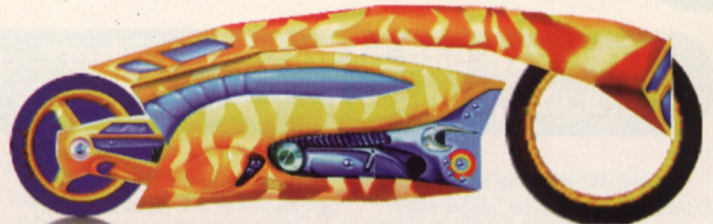
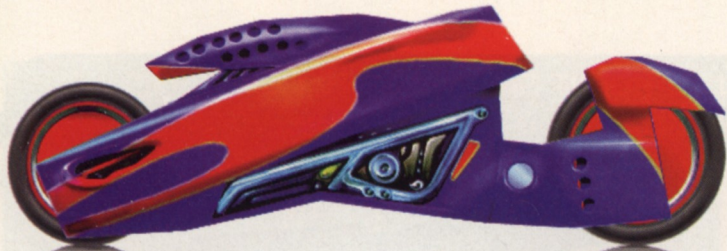
"The AI of the opponents is much higher, as well," adds Darren. "It gives you more of an experience when you're playing the game. The enemies do what they can to be there with you, they're actually part of the race rather

than just drones that you go flying past. That makes a big difference, I think, and it makes for more frantic gameplay."

So is it *better* than *Wipeout*? The question is met with a general chorus of rude comments from the gathering G-Force along the lines of "*Wipeout*? Pshaw!"



YOUR EYES AREN'T DECEIVING YOU – THAT IS THE TRACK ON THE CEILING!



WIPER



RACING INSIDE A VOLCANO HAS ITS OWN HAZARDS, NOT LEAST FALLING INTO LAVA!

Darren expands on the snorts of derision. "There aren't really that many points of comparison between *Extreme G* and *Wipeout*. There's a road, there's vehicles flying along it, and that's it. Everything else is different. And better."

"There's more of the elements of *Spy Hunter* in this than there are of *Wipeout*," John notes. "*Wipeout*, you play it a few times, beat it and that's it, but *Spy Hunter* there's things about that – how old is it? 1983, something like that? – I still go on about it today. That's what we've tried to do with *Extreme G*."

Darren, obviously fed up to the molars with comparisons to Psygnosis's PlayStation racer, attempts to put the matter down once



MOST TRACKS OFFER ALTERNATE ROUTES AT CERTAIN POINTS.

and for all. "We've had this all the way through. We've had people going on about *Wipeout*, and the last few months it's been people going on about *F-Zero*. But without being conceited, we have been doing this for a while now, and I think we know what we're doing. I think we've got something that can compete, without a doubt."

"The games are so different. You play *Wipeout* and you get this kind of contrived club-type experience which was very cool at the time, but *Extreme G* really throws you into the game..." And thus John leads into this feature's inflammatory opening quote.

BLOODY FOOTPRINTS

Speaking of *F-Zero*, when Nintendo and another company release games of a similar genre for the same machine, the Big N tend to crush the life out of their opposition. Are Probe



THE EXTREME G TEAM. FROM LEFT TO RIGHT: DARREN ANDERSON (PRODUCER), GILES FORD CRUSH (ANIMATION), ASHLEY BENNETT (LEAD PROGRAMMER), ANDY CAMBRIDGE (WORLD MODELLER), OMRI STEPHENSON (WORLD MODELLER), JOHN TAYLOR (BIKE ARTWORK AND MODELLING), SADIE PEET (WORLD MODELLER), GREG MODERN (WEAPONS PROGRAMMER), JUSTIN BRAVERY (TEXTURE MAPPER), SHAWN HARGREAVES (FRONT END PROGRAMMER), JOHN TRAFFOD (ARTIST AND WORLD MODELLER) AND LLOYD MURPHEY (LEAD ARTIST). PHEW!

and Acclaim worried that Nintendo's own futuristic racer might damage the prospects for their game?

"Well, yeah..." admits Darren finally. "It's got a great track record because the SNES version was so good, but from the screenshots we've seen, it doesn't look like they've developed their environments as well as we have. It just doesn't have the same look as *Extreme G*."

"I think it's quite bare, looking at the screenshots," remarks John. "I'm sure the gameplay will be very good, but the gameplay in *Extreme G* is very strong as well."



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PROBE ENTERTAINMENT'S OFFICES IN BEAUTIFUL DOWNTOWN CROYDEN. DON'T WORRY, THEY DON'T OCCUPY ALL OF IT! ONLY A COUPLE OF FLOORS.

"There are bits of the track where you're going so fast that you just go 'Bloody hell, shit!' You get a real rush out of it, a real buzz."



"If there was anything wrong with *Extreme G*, then maybe people might say 'Well, we won't bother with that, we'll wait for *F-Zero*', but from the feedback we've had so far I don't think there is anything wrong with *Extreme G* as far as gameplay goes," Darren states confidently. "Obviously we won't know until it comes out, but we're really proud and pleased that *Extreme G* has had such a good

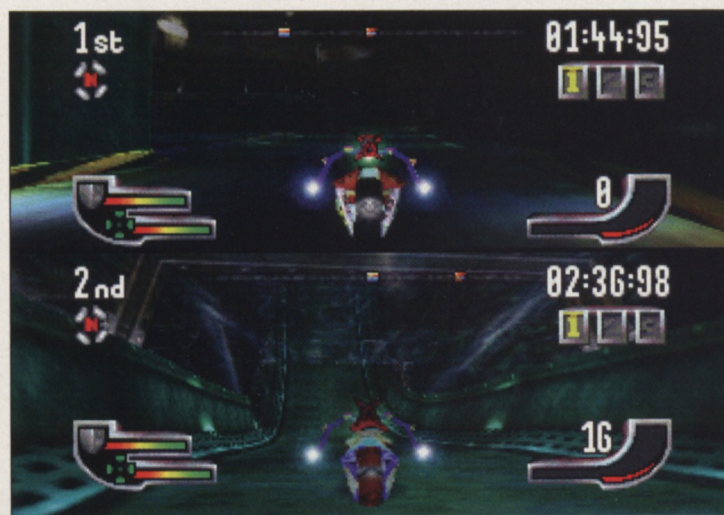
response. I showed the game to my neighbours at one point, and there was this bit of track where as we reached the crest and went over everyone in the room went 'woooaahhgh!', which was what we wanted and it's what we got!"

"There are bits of the track where you're going so fast that you just go 'Bloody hell, shit!' You get a real rush out of it, a real buzz," adds John.

Extreme G has been in development for just ten months, a surprisingly short time when you consider that *Goldeneye*, also featured this issue, was over two and a half years in the making, and even the *Extreme G* team's previous project (*Die Hard Trilogy* on the PlayStation) took two years. John had been working on the basic concept of the game for a few months over last summer, but the project didn't begin in earnest until late 1996 when the rest of the team



MISSILES LEAVE GLOWING TRAILS AS THEY WHOOSH PAST.



came aboard. Not only is the game a showcase of speed, but so is its programming. What's the secret?

"What Ash, the lead programmer, was doing early on was building all the utilities," admits Darren. "We've got this one mega-fantastic utility called 'Spline' that builds the tracks, puts meshes and gravity on all the tracks, and I think that the time he spent doing that was well worth it because that's what's enabled us to do the majority of the game in just ten months. At the beginning of this year there weren't many levels to

see, and now it's all come together really quickly."

THE FAST SHOW

At present, *Extreme G* has 12 basic racetracks (with the tantalising possibility of one or two hidden tracks if there's room on the cart) as well as a quartet of battle tracks. Hang on, *what* tracks? It seems that Probe have been keeping schtum about some of the game's features until now.

"When you've got a four-player mode," Darren says, "you've got to do



FOUR-PLAYER BATTLE MODE IN FULL EFFECT!

First Impressions

FOR ALL PROBE'S IRRITATED DENIALS, IT'S IMPOSSIBLE TO AVOID THE FACT THAT *EXTREME G* BEARS MANY RESEMBLANCES TO PSYGNOSIS'S *WIPEOUT* AND *WIPEOUT 2097* ON THE PLAYSTATION. HOWEVER, THEY ARE RIGHT THAT - BASED ON PLAYING THE GAME FOR SOME TIME AT PROBE'S OFFICES - IT'S DIFFERENT TO PLAY. WHERE *WIPEOUT*'S ANTIGRAV SLEDS WERE OFTEN BROUGHT TO AN ABRUPT AND FRUSTRATING HALT BY COLLISIONS AND OBSTACLES, IT TAKES A HELL OF A LOT TO BRING *EXTREME G*'S BIKES TO A STOP. THE DESIGNERS, RIGHTLY, DECIDED THAT ANYTHING WHICH DETRACTED FROM THE NON-STOP FEELING OF SPEED WAS A BAD THING.

AND THERE'S MORE SPEED HERE THAN IN THE TOILETS OF A CITY WINE BAR, YOU CAN BE SURE. *EXTREME G* MAKES MULTI RACING CHAMPIONSHIP LOOK MORE LIKE *SLUG RACING CHAMPIONSHIP*, AND EVEN MANAGES TO RENDER *MARIO KART* EMBARRASSINGLY LAGGARD IN COMPARISON. THE SPEED ISN'T

ACCOMPLISHED AT THE EXPENSE OF DETAIL, EITHER - ALTHOUGH YOU DON'T GET MUCH OF A CHANCE TO APPRECIATE IT WHILE PLAYING, YOU CAN SEE FROM THE SCREENSHOTS THAT THERE'S AS MUCH TO LOOK AT AS IN ANY N64 GAME.

IN PLAY, YOU CAN'T JUST SAUNTER PAST THE OTHER BIKES - EVEN THE BACK MARKERS ARE FAIRLY BRUTAL AT TRYING TO KEEP THEIR PLACE, AND ON THE HARDER DIFFICULTY SETTINGS YOU'LL BE LUCKY AT FIRST IF YOU CAN EVEN SEE THE OTHER RACERS, NEVER MIND OVERTAKE THEM. THEY MAKE PLENTIFUL USE OF THE MANY WEAPONS, BUT EVEN IF THEY'RE UNARMED, THEY'LL STILL DO THEIR BEST TO GET IN YOUR WAY.

ASIDE FROM THE STOMACH-CHURNING AND ULTRA-ZIPPY RACETRACKS (WAIT UNTIL YOU SEE THEM WITH THE 'FISHEYE' CHEAT ON, YOU'LL THINK YOU'RE ENTERING WARP SPEED!), *EXTREME G*'S OTHER HIGH POINT IS THE BATTLE MODE, WHICH

STILL RUNS AT AN IMPRESSIVE RATE OF KNOTS WHEN FOUR PEOPLE ARE BLASTING AWAY AT EACH OTHER, AND EVEN MANAGES TO KEEP A REASONABLE LEVEL OF DETAIL - AN AREA WHERE MANY OTHER FOUR-PLAYER GAMES HAVE FAILED. BY KEEPING THE ARENAS SMALL, *EXTREME G* GETS IT RIGHT WHERE *MARIO KART 64* GOT IT SO HORRIBLY WRONG, AS YOU ARE NEVER MORE THAN A FEW SECONDS AWAY FROM REACHING (AND WASTING) YOUR OPPONENTS.

EXTREME G LOOKS LIKE IT COULD BE A WINNER, JUDGING FROM WHAT WE'VE SEEN SO FAR. HOWEVER, WILL ALL THE EXTRA OPTIONS COMPENSATE FOR THE FAILING OF MOST RACING GAMES - THAT WHEN YOU'VE SEEN ALL THE TRACKS, YOU LOSE INTEREST? WATCH OUT FOR THE FULL REVIEW SOON!



A MORTAR ROCKET POWER-UP FLASHES PAST.

something other than just racing. Playing *Mario Kart* and stuff like that, once you've got through the competition you lose interest in it as a single-player game. One of the things we wanted to do with *Extreme G* was to give it more single-player games and more multi-player games, so it wasn't just stuck to the genres that *Mario Kart* had done. We've got Battle Mode, which is very much like the one in *Mario Kart*, but we've also got things like the Shoot-'em-up Mode and a Championship game, which can have up to 16 players. We've been playing *Mario Kart* round at my house a lot, and you can only have four players on at a time. I realised that a lot of people are gathering socially to



DESIGNER JOHN TAYLOR DENIED ANY SIMILARITY BETWEEN THE BIKES IN *EXTREME G* AND *TRON*, BUT HE DID OUR COVER ART SO WE'LL BELIEVE HIM!

play games, so we should pitch some game types at those sorts of people who like to get together.

"We played *Mario Kart* a lot, but as developers, so we were picking it to pieces. All the things that we thought were wrong with *Mario Kart*'s Battle Mode, like the arenas being too big and being able to lose people, we thought destroyed the game. When we were designing the tracks for *Extreme G* we took all this on board. We went through about 20 battle tracks before we decided on the final four that are actually in the game."

Extreme G's Battle Mode is similar to *Mario Kart*'s in play, but the arenas are much smaller and tightly packed, putting an end to those hours of tedious trundling around looking for people to shoot. For the lone player, the Shoot-'em-up Mode is also there to relieve bloodlust – in it, the player has to wipe out a small army of drone bikes inside a certain number of laps.



JOHN TAYLOR AT WORK. ALTHOUGH PROBE HAVE A SILICON GRAPHICS MACHINE FOR GAME DESIGN AND TESTING, MOST WORK IS DONE ON ORDINARY PCs.

Ultra Soccer

JUST AS *EXTREME G* WAS INTENDED TO BE A *WIPEOUT* BEATER, *ULTRA SOCCER* CLEARLY HAS KONAMI'S *ISS 64* IN ITS SIGHTS. CAN 'THE BEST FOOTBALL GAME EVER', AS WE UNASHAMEDLY CALLED IT IN ISSUE 3, BE BESTED?

AT THIS EARLY STAGE, IT'S HARD TO TELL – *ULTRA SOCCER* ISN'T INTENDED FOR RELEASE UNTIL THE FIRST QUARTER OF 1998 AT THE EARLIEST, AND THERE'S STILL A LOT OF WORK TO BE DONE. MOONWALKING FOOTBALLERS, AN ABSENCE OF NECKS AND PLAYERS SKATING ABOUT LIKE TORVILLE AND DEAN FEATURED PROMINENTLY IN THE INCOMPLETE DEMO WE SAW. HOWEVER, THERE'S ALREADY ENOUGH GAMEPLAY IN THERE ALREADY TO BE ABLE TO GET A BALL FROM ONE END OF THE PITCH TO THE OTHER, NIMBLY DODGING DEFENDERS ALONG THE WAY, SO, IN THE WORDS OF THE RAF ADVERT, 'THERE IS HOPE'...



BOLTS OF ENERGY RIPPLE OUT FROM THE BIKE'S ION CANNONS.

The more drones are destroyed, the more adept they become at dodging the player's shots.

"All these extra game types, we've put in to give people something to do once they've got through the *Extreme* races, and if they get tired of playing in Battle Mode there's all this other stuff for them to do. Hopefully, they won't get bored with it as quickly as *Wipeout*!" Darren laughs, getting in one final shot at the opposition.

Bang On Track

IT'S NOT ALL RACING IN *EXTREME G* BY ANY MEANS. PLAYING DIRTY IS THE ONLY WAY TO WIN, AND HERE ARE THE WEAPONS THAT LET YOU DO IT!

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DOES JUST WHAT THE NAME SUGGESTS – SEEKS AND DESTROYS!
- 03 **INVISIBILITY**
MAKE LIKE DAVID MCCALLUM AND FADE FROM SIGHT!
- 04 **INVULNERABILITY**
LAUGH HEARTILY AS ENEMY FIRE PINGS OFF YOU HARMLESSLY.
- 05 **ION CANNON**
IF ANYONE TRIES TO OVERTAKE, FRY THEM ALIVE!
- 06 **LIMPET MINE**
THIS ATTACHES TO WALLS, AND BLOWS UP WHEN SOMEONE GOES PAST!
- 07 **MORNING STAR**
ANOTHER MINE, THIS ONE DROPPED ON THE TRACK TO NUKE THE UNWARY.
- 08 **MORTAR ROCKET**
SHOWERS A HAIL OF MISSILES ONTO THE RACE LEADERS!
- 09 **NEEDLE MISSILES**
SENDS A PACK OF HIGH-EXPLOSIVE PROJECTILES UP THE TRACK.

- 10 **PHOSPHOR FLARE**
BLINDS DRIVERS WITH AN INTENSE BURST OF WHITE-HOT LIGHT.
- 11 **POWER SHIELD**
SOUPS-UP YOUR REGULAR SHIELD, AND REPELS APPROACHING BIKES.
- 12 **PROXIMITY MINE**
DROP THEM BEHIND YOU. TICK... TICK... TICK... BOOM!
- 13 **REAR ROCKET**
VERY HANDY WHEN IN THE LEAD, THIS BLASTS TAILING BIKES TO BITS.
- 14 **SHIELD RECHARGE**
NOT TERRIBLY EXCITING, BUT VERY USEFUL IN THE CLOSING STAGES.
- 15 **STANDARD MISSILE**
SIMPLE BUT EFFECTIVE, THIS UNGUIDED WEAPON IS BEST AT CLOSE RANGE.
- 16 **STATIC PULSE**
CRISPS THE ELECTRONICS IN OPPOSING BIKES, SO THEY LOSE CONTROL.
- 17 **TRACTOR BEAM**
NOT ONLY SLOWS DOWN THE TARGET, BUT LETS YOU SLIPSTREAM PAST THEM!
- 18 **WALLY WARP**
WELL POSITIONED, THIS CAN SEND OTHER BIKES BACK AN ENTIRE LAP!

CART BEFORE THE AWES

Coming from a PlayStation background, what did the team think of the N64? Did the lack of memory on a cartridge present any problems? Almost the opposite, in fact.

"One thing I do like about it is you

"Where you can have ten levels on a PlayStation you can only have one on the N64, so it's got to be as good as it possibly can be."



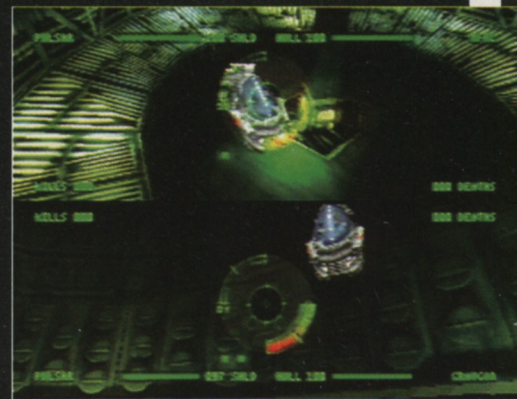
Forsaken

ACCLAIM AND PROBE'S THIRD N64 TITLE ISN'T A PROBE GAME AS SUCH - IT'S ACTUALLY BEING PROGRAMMED BY THE UK BRANCH OF DEVELOPERS IGUANA (*TUROK*) TO PROBE'S DESIGNS. THIS IS BECAUSE PROBE ARE BUSY ENOUGH WITH THE PLAYSTATION AND PC VERSIONS OF WHAT LOOKS LIKE *DESCENT* ON STEROIDS.

THE PLOT HAS SOMETHING TO DO WITH SAVING THE ENTIRE UNIVERSE (A SMALL TASK, THEN) BY TRACKING DOWN A BUNCH OF SCIENTISTS WORKING ON A SECRET PROJECT, AND PREVENTING IT FROM FALLING INTO THE WRONG HANDS BY SHOOTING STUFF IN A GLORIOUSLY-LIT ZERO-G ENVIRONMENT. IGUANA'S N64 CONVERSION OF *FORSAKEN* IS RUNNING ABOUT TWO MONTHS BEHIND THE PLAYSTATION GAME, SO EXPECT IT EITHER AT THE END OF THIS YEAR OR EARLY IN 1998...



FORSAKEN WILL INCLUDE A TWO-PLAYER MODE, WHILE KEEPING THE AMAZING LIGHT-SOURCING EFFECTS.



MORE TWO-PLAYER SHOOTINESS WHIPS PAST AT IMPOSSIBLE SPEEDS.

Darren agrees. "It makes you concentrate on different things. We did *Die Hard* on the PlayStation before, and we spent so much time wondering if we'd filled enough of the CD with data to make it worthwhile. I think our emphasis was in the wrong area, because the front end of *Die Hard* wasn't that strong. We were quite lucky at the end of it to get the gameplay in. With the N64, because you're in such a small box, everything's got to be of a really high quality to validate it being there. It helps in some ways, because you can have ten levels on a PlayStation where you can only have one on the

N64, so it's got to be as good as it possibly can be."

"With the vehicles, you haven't got these really low polygon things flying around the track," adds John. "I mean, they are made out of a low number of polygons, but they aren't just triangles or squares. There's a lot of detail on them, and a lot of time's gone into getting the textures right."

"All the bikes in the attract sequences are done using the in-game models because of having to fit everything onto a cartridge, but I don't think it looks any worse for that at all," Darren asserts. "The quality of the N64's in-game artwork is such that you can do things like that now and it doesn't detract from the quality of the product. We couldn't have done it on *Die Hard*, where we had these poxy little men running around made out of about 12 polygons, but on the N64 it's something we'll certainly be doing from now on. No more of that rendered shite!"

Once *Extreme G* is completed, the team's attention will turn to *Ultra Soccer* (see boxout) and, inevitably, *Extreme G 2* - the design process for this is already under way! Acclaim and Probe clearly have a lot of confidence in *Extreme G* - you'll be able to find out whether this is well placed soon when the game is released in October...



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GOLDENEYE PICTURES COURTESY BSKYB. WATCH THE FILM ON THE MOVIE CHANNEL.

RARE

What's the **STORY** with the reclusive Rare, one of **NINTENDO'S** closest **ALLIES** and creators of great games like *Donkey Kong Country*, *Blast Corps* and now *Goldeneye*? **64 MAGAZINE** goes behind the **IRON** curtain of **SECRECY** to bring you the full **REPORT!**



TWYXCROSS IS YOUR TYPICAL

English country village, in that if you blinked for a nanosecond while driving through you'd probably never even realise it had been there.

However, aside from the presence of (bizarrely) a small zoo, Twycross has hidden depths. Find the small, unmarked driveway that leads to a certain converted farmhouse, and the first indication that this isn't your average



GROOVE

27



one-horse hamlet comes from the long, very long, line of gleaming late-model automobiles waiting at the side of the road. Keep going until you reach the farmhouse itself, and the sudden crush of parked cars in the courtyard brings on horrid acid-like flashbacks of the Hangar Lane gyratory system in rush hour. A huge blue Pepsi machine looms, Tardis-like, from the wall of one building. Tooth-crackingly cold caffeine-laden fizzy drinks available at the push of a button? Here be programmers. Make your way into reception, taking care to avoid braining yourself on the rustic low beams, and you can't help but notice the inordinate number of awards, plaques, gongs and congratulatory geegaws decorating the place. And these only go up to 1986 – the more recent stuff probably has its own building.

Yep, definitely something going on here...

Rare Ltd, creators of Donkey Kong Country, Blast Corps, Killer Instinct, Banjo-Kazooie, Conker's Quest and Goldeneye, and one of Nintendo's most important and most trusted programming allies, are notoriously secretive. Part of the reason for this is that, being on the cutting edge of gaming, they don't want their competitors to know what they're up to. Another part of the reason, though, is more prosaic; they're out in the middle of bloody nowhere. Any company which lists a tractor



THE DAM ON THE FIRST LEVEL SHOWS HOW FAR INTO THE DISTANCE YOU CAN SEE.

dealership as the major navigational landmark on its faxed directions is unlikely to be troubled by industrial espionage and rival companies furtively listening at keyholes. They'd never find the place.

Still, every once in a while the cone of silence cracks and lets the chocolate chip Häagen-Dazs of information ooze out, and on this occasion it was so that Rare could show off *Goldeneye*, the game of the film that reintroduced James Bond to the world of the Nineties. Those who take in every word printed in 64 MAGAZINE each month will probably be familiar with the Godot-like farce that is our Next Issue page, where rash promises are made about the contents of the following month's publication, and in most cases recycled in the next Next Issue page because, for whatever reason, they didn't turn up. The *Goldeneye*/Rare feature became something of a running joke, since we tried contacting various people at Nintendo with all manner of increasingly convoluted and desperate ways of cadging a visit. In the end we just tried phoning Rare to ask. To our surprise, it worked.

Simon Farmer and Duncan Botwood, respectively production manager and game designer on *Goldeneye*, made the fatal mistake of letting the 64 MAGAZINE Massive into the building armed with cameras, tape recorders and a shiny new Apple PowerMac (with manky old coffee-stained keyboard, sans



DEATHMATCH! TAKE A FATAL WOUND AND BLOOD DRIPS DOWN THE SCREEN IN TRUE BOND FASHION.

working 'S' key) for picture grabbing purposes. Secrets? *Chah* to secrets! As James Bond himself might say.

EYING THE GOLD

Goldeneye, the game, started life long before *Goldeneye*, the film, was even completed. Realising the potential value of a 007 licence, Nintendo opened up their corporate wallet to secure the exclusivity of Bond's Martini-quaffing antics for their consoles. Mayhem, mass destruction and cold-blooded government sanctioned killing not being the usual bag of the plumber-oriented Japanese concern, who better to entrust with Her Majesty's top secret agent than Nintendo's very British allies at Rare?

Surprisingly, the staff at Rare were not, at first, as ecstatic as might be expected to get such a plum assignment. As Simon Farmer explains, "Initially, we were a bit cautious about getting involved with it, because we've done some film licences on the NES in the past, so we know what it's like getting involved with film companies. The stars tend to



ONE OF THE SILICON GRAPHICS DEVELOPMENT MACHINES (LEFT), AND THE HEFTY BULK OF A DEMONSTRATION FLASH ROM CARTRIDGE.



TWYSCROSS BOARD OF GAME CLASSIFICATION

This is to certify

007

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4

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James Bond theme by Monty Norman.
Used by permission of EMI Unani Catalog Inc.

THE OPENING SCREEN OF THE GAME IS THIS SPOOF OF THE BBFC CERTIFICATE!



SOME OF THE *GOLDENEYE* TEAM (THE OTHERS WERE EITHER ABSENT OR CAMERA-SHY). L TO R: DUNCAN BOTTWOOD, BEATRIX JONES, STEVE ELLIS, MARTIN HOLLIS, DAVE DOAK (FRONT), MARK EDMONDS (BACK), GRANT KARHOP. MISSING IN ACTION WERE KARL HILKON AND SIMON 'DON'T TAKE MY PICTURE' FARMER.

complain and say, 'Hey, this doesn't look like me,' and we'd say 'It's a videogame, what do you expect?' I saw [in issue 3 of 64 MAGAZINE] that Ocean have had this trouble with Tom Cruise in the *Mission: Impossible* game, so we were very cautious at first. But the people who make Bond – Eon – have been extremely good at providing us with materials and anything else we needed."

So did Nintendo turn up at

Rare's door one morning with a diplomatic bag containing the *Goldeneye* script and a set of gold bars, or did the Warwickshire software house make the first move? It turns out that the suits at Nintendo are as susceptible as any red-blooded male to the idea of donning a tuxedo and having adventures in exotic locations without ever breaking into a sweat.

"Nintendo got the licence as Mr Arakawa and Howard Lincoln (president and chairman, respectively, of Nintendo of America) are

big James Bond fans – they got it and then asked us to do the game after we did *Donkey Kong Country* for them. It was originally planned for 16-bit, but we realised that by the time everything was finished it wouldn't be worthwhile releasing it on 16-bit, so we decided to take advantage of the N64."

Goldeneye, the game, has been in production for a long time, but it was surprising to learn just how long. "We actually started work on it when they



USING THE CROSSHAIRS LETS BOND SHOOT VERY PRECISELY.

started work on the film. In January (1995) they started work at the studios, and we started on the game shortly after that. We had a series of visits, ranging over about six months or so, to the sets during filming to get photos and background textures for the game. It's quite an experience to go down there and find yourself in St Petersburg..."

Is the lengthy gestation period another example of Nintendo's preference for holding back a game until it's as good as possible rather than rushing it out to meet some externally-imposed deadline, then? Simon is pretty convinced of their reasoning.

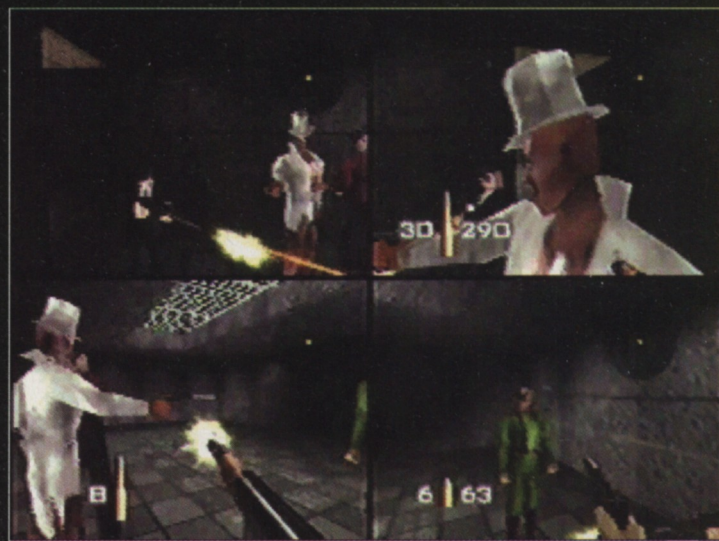
"It'll only do you damage further down the road if you bring it out and it's no good. What's the point of bringing out half a game? You're not going to get any sequels, you're not going to have anything else happen with it, you can't capitalise on the characters... there's no point, because all you'll get is bad press. You're as good as your last game – it's as

Designer Du

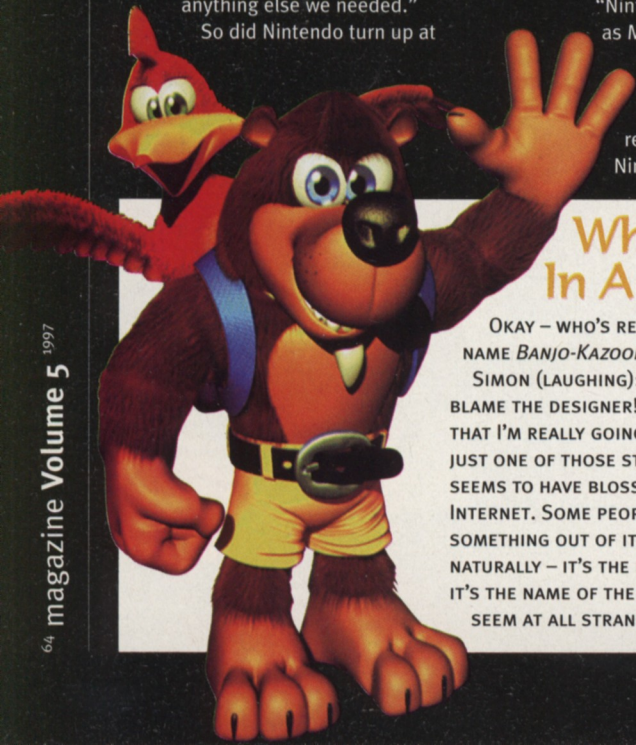
What's In A Name?

OKAY – WHO'S RESPONSIBLE FOR THE NAME *BANJO-KAZOOIE*?

SIMON (LAUGHING): "THAT ONE, YOU CAN BLAME THE DESIGNER! IT'S NOT SOMETHING THAT I'M REALLY GOING TO GO INTO, IT'S JUST ONE OF THOSE STRANGE THINGS THAT SEEMS TO HAVE BLOSSOMED ON THE INTERNET. SOME PEOPLE WANT TO MAKE SOMETHING OUT OF IT! I JUST TAKE IT NATURALLY – IT'S THE NAME OF THE BEAR, IT'S THE NAME OF THE BIRD, IT DOESN'T SEEM AT ALL STRANGE TO ME..."



BARON SAMEDI (*LIVE AND LET DIE*) IS ONE OF THE HIDDEN DEATHMATCH CHARACTERS.



64DD – The Rare Stake

WHAT'S THE TRUTH ABOUT THE 64DD? CONSIDERING HOW CLOSE RARE ARE TO NINTENDO, YOU'D EXPECT THEM TO KNOW WHAT'S WHAT. AND THEY DO, AS SIMON EXPLAINS.

"THERE'S SO MUCH RUBBISH BEING WRITTEN ABOUT THE 64DD AT THE MOMENT, ESPECIALLY ON THE INTERNET – MOST OF THE 'FACTS' YOU SEE ABOUT THE DD ARE JUST TOTAL LIES! AS A FORMAT, WE'RE LOOKING AT IT VERY CAREFULLY, BECAUSE WE THINK IT DOES HAVE A FUTURE."

So, do Rare have a 64DD development kit? THERE IS A LONG SILENCE, THEN, RELUCTANTLY, "...YES."

CAN 64 MAGAZINE SEE IT? NUH-HUH!

"WE'VE BEEN LOOKING AT IT VERY CLOSELY. BUT IT'S GOING TO TAKE THE RIGHT GAME AND RIGHT PRICE TO SELL IT. IF IT DOES CATCH ON – AND WE THINK IT WILL – IT'S CERTAINLY GOT MANY ADVANTAGES OVER CARTRIDGE. THE FACT THAT YOU CAN WRITE TO IT, FOR A START, AND CHANGE THE ENVIRONMENTS ON IT. FROM A BUSINESS AND A DESIGN POINT OF VIEW IT'S BETTER THAN CARTS. IT'S ALMOST THE EQUIVALENT OF A ZIP

DISK, WHICH IS OBVIOUSLY A LOT CHEAPER THAN SILICON, SO IN THEORY IT SHOULD ATTRACT A LOT MORE DEVELOPERS."

HAVE ANY OF RARE'S GAMES YET BEEN DESIGNED TO BE COMPATIBLE WITH THE 64DD WHEN IT ARRIVES? COULD THEY, FOR EXAMPLE, ADD MORE LEVELS TO *GOLDENEYE*?

"WITHOUT A DOUBT, YES."

THERE'S SO MUCH MORE STORAGE SPACE THERE. THERE'S ALSO A LOT OF OTHER TRICKS THAT YOU CAN DO WITH THE DD, A LOT MORE ADVANTAGES TO IT OVER OTHER FORMATS."

SUCH AS?

"SUCH AS... THE ONES I'M NOT TELLING YOU! I THINK YOU'LL FIND THAT DD GAMES WILL LOOK DIFFERENT, AND THEY'LL PLAY DIFFERENTLY."

AS WE REPORT IN THE NEWS THIS ISSUE, 64DD DISKS CAN BE MANUFACTURED SO THAT EVERY ONE IS DIFFERENT, AND ALSO ACCEPT NEW DATA AT A LATER DATE. IS THIS SOMETHING THAT RARE THINK WILL



BECOME A MAJOR POINT IN THE MACHINE'S FAVOUR? "CHRIST, YES. IT DEPENDS HOW FAR YOU WANT TO TAKE IT. YOU COULD BE ABLE TO DOWNLOAD NEW CHARACTERS OFF THE INTERNET, EVEN GET THE GAME STRAIGHT FROM THE INTERNET ONTO YOUR DISK... OF COURSE, I'M NOT GOING TO COMMENT ON WHETHER THAT MODERN FEATURE WILL BE

AVAILABLE OR NOT! BUT IT WOULD CERTAINLY BE ATTRACTIVE TO DEVELOPERS – NO PACKAGING, NO MARKUP."

WITH THE POSSIBILITY ON THE HORIZON THAT GAMES COULD BE GIVEN ADDITIONAL FEATURES EVEN AFTER THEY HAVE GONE ON SALE, IS THIS AFFECTING HOW RARE'S GAMES ARE DESIGNED?

"NO, NOT AT THE MOMENT. AT THE END OF THE DAY, YOU ALWAYS SET OUT WITH A PLAN FOR A GAME, AND THAT PLAN ALWAYS GETS HACKED INTO PIECES BECAUSE OF DEADLINES OR WHATEVER. YOU NEVER GET ALL THE IDEAS YOU HAD IN MIND INTO THE GAME. USING THE DD WOULD BE LIKE HAVING AN EXTRA DEADLINE SO YOU CAN GET MORE FEATURES IN THERE, SO I SUPPOSE IT'S QUITE AN ADVANTAGE, BUT IT'S NOT SOMETHING WE'RE DOING... YET."

simple as that." With Rare's last game being *Blast Corps*, that's easy for him to say...

SECRET HISTORY

Rare's history is a long and award-studded one, but the surprising thing you find on visiting their offices is quite how many games they've written and for how many companies over the years. An NES version of *Jeopardy*? A 'spot the ball' pub quiz game? There's more to them than old ZX Spectrum games and *Battletoads*.

So what's it like working for one of Britain's, if not the world's, most-

respected software developers? How do you get your foot in the door? Surprisingly, according to both Simon and Duncan, it's not so much experience that counts as attitude. Simon, who's been at Rare since 1989 (employee number 26, if you must know), started his career as a tester, basically playing the games to destruction and coming up with ideas for how they could be improved before hitting the streets. This career route is the one taken by a good many of Rare's current crop of game designers. "It's a good way to learn the ropes,"

says Simon, "if any of your readers want to be future designers for us."

You don't have to put *all* your recruitment ads in *Edge*, you know...

"Point taken! Actually, we've got some former journalists as designers now. One of them was the designer on *Donkey Kong Country 3* – I'll let you guess what he's designing now..."

Something on the N64 involving a certain tie-wearing, barrel-throwing gorilla, perhaps? A few hints were dropped about the subject – see the boxout on page 39.

outside, there must be quite a few people here already even without taking on extra ones. "We are constantly recruiting – my next few days are full of interviews! – but it's probably about 110, 115, something like that. But it changes so often – we've taken on six people just in the last few days – and we're running out of space! We've got one barn left that's being converted now, which'll probably get another 16 people in it, but this time next year – please, God! – we should have another building, which is about half a mile away down the road. That's being custom-built for another 250 people, and it should be a wee bit better than a converted farmhouse..."

What's Duncan's story? As lead designer for *Goldeneye*, you'd expect a list of past credits as long as the notches on Bond's bedpost. However, before coming to Rare, he actually worked at one time for British Gas!

"I came for an interview at Rare

an at one time worked for British Gas!



AN (ALMOST) COMPLETE SET OF LEVELS. JUST THE *MOONRAKER* ONE TO ACCESS...

As to where Rare's new recruits come from, there aren't many grizzled old industry veterans turning up at the door – Rare would rather take people on fresh and get them straight into the 'Rare groove' instead of giving them the Yoda treatment to unlearn all that they have learned. Simon explains why: "A lot of people come for interviews from other companies, and they don't come to tell you about themselves or what they can do, they want to tell you sob stories about how they got screwed at this company or that company. It's much better if you can get somebody in fresh without all that baggage, so you get them into your way of thinking and working. We don't tend to take many people from other companies."

Judging from the crush of cars



EVEN WITH THIS MANY PLAYERS ON SCREEN, THE ACTION RARELY SLOWS.





about two years ago," notes Duncan, "and they asked me then, 'Hypothetically, if we had the licence to do a James Bond game, how would you hypothetically go about it?' They obviously liked my reply, and I came aboard and started work on it."

So what sold them?

"I think it was that I had lots of ideas. That's what you need as a designer – being able to keep coming up with ideas, and not getting too attached to them, as they *will* always change."

Did Duncan have any prior experience of game design before joining Rare?

"No. I had lots of ideas, but no industry experience. That wasn't so much of a drawback, as I was ready to learn the new systems and the applications coming up, all sorts of stuff. It was really good fun, and if they need anybody to make the tea I'm always around! I did a lot of the motion capture for *Goldeneye* as well, about 30 death animations, even the explosion ones. I'd have someone behind me pushing me over. 'Ready?' 'What? Wuuaah!' That was... interesting! I drew the line at the bungee jump, though..."

What was it like working as a

newcomer with experienced programmers?

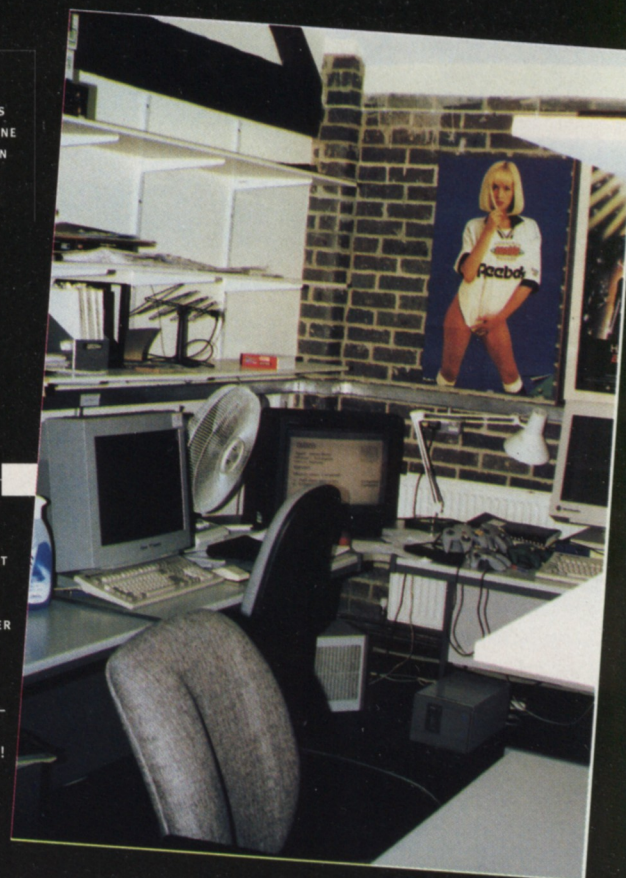
"It wasn't quite like that – most of the *Goldeneye* team hadn't done a game before. They're experienced in their particular fields, but the only person who'd worked on a game before was Martin Hollis, the team leader, who worked on *Killer Instinct*. So we're all quite new to it, which is good because we don't have any preconceptions apart from what we want the game to be like and what ideas we want to put in it."

"It's not like Duncan came aboard and everyone was looking to him for guidance, though," chips in Simon, keen to play up the team aspect. "Everyone contributes to the game. You can't just put a script down on paper and say 'There's a game design, off you go and do it'. You have to try things out, see what works and what doesn't. There's a lot of trial and error. That's where a lot of producers go wrong – they have a design they want to stick to, which doesn't work when it's taken off the paper."

Duncan agrees. "You have to listen to find out what your people are capable of, what they can get to work in the time they're given. I can't really say 'Oh yeah, all the guards should fly

MOW DOWN SPETSNAZ TROOPS WITH TWIN MACHINE GUNS! THE MOTION CAPTURE IS SOME OF THE BEST EVER SEEN IN A GAME.

ONE OF THE *GOLDENEYE* DEVELOPMENT STATIONS. NOTE THE JO GUEST POSTER FROM *PLAY* MAGAZINE! PARAGON PUBLISHING – WE GET EVERYWHERE!



around in jetpacks, that'd be really good' – the team would say they couldn't get that to work in time, but they'd also say 'What we could try instead is...' and come up with something else more suitable instead.

"The Bond team really was a team effort, that's the bottom line. Everyone had input in every aspect of it."

Talk of the *Goldeneye* team brings up the obvious question – how many people actually worked on the game?

"There was a core of about six or

seven people for most of its production life, though near the end of course you get musicians, sound effects people, the testing department, so it does tend to grow. We ended up with about ten people. For most of its life, there were two programmers, three artists and a game designer."

A modest number, considering that there are stories of games at other companies which have 30 or more



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WHEN ORDINARY GUNS AREN'T ENOUGH, USE A TANK!

people working on a single game at any one time.

"I think our biggest team ever was about 15 people," Simon recalls, "for *Donkey Kong*. The bigger the team, the tougher it gets to manage them all effectively. When you get up to that size, you almost have to have a full-time personnel manager. God knows how Square managed to do *Final Fantasy VII*, with over a hundred people to keep track of!"

And is the *Goldeneye* squad a typical team size?

"Pretty much. *Blast Corps* was similar, in fact it was probably slightly smaller. It varies depending on the team's needs."

Duncan: "At the moment, *Goldeneye*'s got one less artist and one more programmer so we can do the PAL conversions."

Speaking of the PAL conversions, British readers can be assured that the UK version of *Goldeneye* won't be afflicted with 'borderitis'. All of Rare's games are optimised to run on the tellies of their native land without any slowdown or other lazy conversion side-effects. Which is more than can be said for Nintendo's own efforts!

The final word on what it's like to work for Rare goes to Duncan. "It was heaven, absolute heaven. I've worked at some really crap places before I came here," he says. "It's great, there's not a normal 'work'



THE WRECKAGE OF BOND'S PLANE MARKS THE START OF THE JUNGLE LEVEL.

atmosphere at all. There is pressure, but it's pressure to be *good*, not pressure just to get the stuff done. There's a very good creative atmosphere here which isn't like any other place I've been. Looking around, we've been quite disappointed at some of the stuff that's coming from the competition. You get a new game in, and you look at it and say 'That's okay', but nothing more. I don't want to blow my own trumpet, but you only have to look at some of the other games out there to see how good our games are..."

SHOOT JOURNALISTS

With the game now almost completed – the American and Japanese versions were, at the time of the interview, in the process of being manufactured, and the final tweaks were being added to the PAL game (including the digitisation of various British games journals to use as additional enemy cannon fodder; programmers have long wanted to be able to shoot hacks, and now they can!) – what, in Duncan's view, was he most proud of about *Goldeneye*? "The level design." Funny that, seeing as Duncan was also the main level designer, but never mind. "There's value in creeping around, which makes it different from most of the other 3-D shooters. You can't go blasting into a room because you'll get cut down very quickly. I've also liked how we've managed to tie the plot of the game into the plot of the film pretty closely, without sending Bond to Mars or anything stupid like that. There's a couple of additions – in the film Bond doesn't go to Severnaya, which he does in the

"You only ha

game, but in the film he says he's been to similar installations, so we justified it that way. We had the maps for the set, so we decided to use them."

The maps provided another example of how closely Rare and Nintendo worked with Eon, *Goldeneye*'s production company. As well as the set visits, Eon also provided detailed blueprints of the sets, several of which ended up in the game with very little alteration.

"The levels that we took from the film generally have at least some basis in the sets," notes Duncan. "The military archive, for example, is in there, and it's quite spooky the first time you put it in and start playing, and see this place come to life."

So the sets are authentic – what about the people? It's certainly hard to miss Pierce Brosnan's mug in the game, but most of the other players from the film also appear, from Sean Bean and Famke Jansson (and the specy guy from crap so-called sitcom *The High Life*) down to bit-parters like



THIS HANDSOME FELLOW IS DUNCAN BOTTWOOD, THE GAME'S DESIGNER!

Doctor No, No, No!

SADLY, THE PROSPECTS OF SETTLING ONCE AND FOR ALL THE CONNERY-VS-MOORE ARGUMENT WITH A QUICK DEATHMATCH IN *GOLDENEYE* WERE NIXED BY ANNOYING CONTRACTUAL PROBLEMS, WHICH ALSO EXPLAIN THE ABSENCE OF THE NUMERO UNO BOND VILLAIN, ERNST STAVRO BLOFELD. HOWEVER, RARE OMITTED SOME OF 007'S ENEMIES NOT BECAUSE THE ACTORS THAT PLAYED THEM DIDN'T WANT THEIR FACES USED IN THE GAME, BUT BECAUSE THEY WENT DOWN AS WELL AS MUSTARD 'N' CUSTARD TOASTIE TOPPERS. NOT SO MUCH SMERSH AS SLUDGE, HERE ARE THE BOND VILLAINS WITH FEWER PROSPECTS THAN GEORGE LAZENBY...

KRONSTEEN (FROM RUSSIA WITH LOVE)



OOH, OOH, HOW SCARY. WHAT'RE YOU GOING TO DO, CHESS ME TO DEATH? WATCH OUT, KRONSTEEN'S GOING TO GIVE US A GOOD CHESSING!

MR OSATO (YOU ONLY LIVE TWICE)

COOL OFFICE. BUT USELESS BADDIE. SHOULD HAVE GONE TO WORK FOR NINTENDO INSTEAD.



NICK NACK (THE MAN WITH THE GOLDEN GUN)

HERE'S THE LOW POINT OF BOND VILLAINY, IN BOTH SENSES OF THE WORD. WHO THE HELL THOUGHT THAT A MIDGET WOULD MAKE A GREAT ENEMY FOR JAMES BOND? LEAVES A WORSE TASTE IN THE MOUTH THAN THE SIMILARLY NAMED CRISPS.



MR WINT & MR KIDD (DIAMONDS ARE FOREVER)



UNPLEASANT AFTERSHAVE. CRAP ONE-LINERS. BAD HAIRCUTS. CAMPNESS. WOULD BE BETTER SUITED TO A CARRY ON FILM!

HUGO DRAX (MOONRAKER)

COMBINES BLOFELD'S POOR TASTE IN SUITS WITH A HORRIBLE LITTLE BEARD AND A POMPOUS MANNER LIKE AN EVIL FRASIER CRANE. DOOMED TO FAILURE FROM THE OFF.



BIG RON FROM EASTENDERS (A VIEW TO A KILL)

APPEARED IN A PORKPIE HAT. DISAPPEARED IN A WOODEN CRATE AFTER BEING BEATEN UP BY TWO PENSIONERS (ROGER MOORE AND PATRICK MACNEE). NOT A GOOD SHOWING, GUY!





Robbie Coltrane and the bloke who played the short-lived Russian minister Mishkin ("The best character in the game," jokes Duncan). *Goldeneye* is a game that boasts a cast of, if not thousands, at least a hundred or so, practically all of Rare's staff having had their mugshots taken to act as those anonymous goons in boiler suits who are the mainstay of any self-respecting Bond villain's private army. The few excluded from this are, coincidentally, the people who have the authority to dish out P45s if they don't like the way they've been portrayed...)

"For the main game," says Duncan, "we didn't use anybody who wasn't in the film, but for the multiplayer game we had a list of people we wanted. Jaws, of course, was a classic villain,



THE OUTDOOR LEVELS ARE CHARACTERISED BY MOODY LIGHTING.

have made it into the final game, but there are certainly some secrets in there, not least two hidden levels which can only be reached by besting the game on the harder difficulty levels, a la *Blast Corps*. 64 MAGAZINE's incessant requests to see (and get grabs of) these two secret levels were



NO, THIS ISN'T A SCENE FROM *RESERVOIR DOGS*... BOND AND ODDJOB SQUARE UP.

look at the games out there to see how good ours are..."

so we had to have him in there. There's a couple of others as well – Mayday, Oddjob, Baron Samedi..."

No Blofeld, though.

"Which one? Telly Savalas, Donald Pleasance? We could have had Blofeld, Blofeld and Blofeld, I suppose."

Well, there were several different James Bonds. Speaking of whom, were the team ever tempted to include the James Bonds of yesteryear in order to settle the 'Who's the best – Connery or Moore?' question once and for all?

"We did that, sort of... we couldn't put it in the final game because of the licencing problems, but we did have four Bonds in there early on. It's not there any more, so don't even bother asking for any cheats to get it! We played first to a hundred kills."

So who won, Connery or Moore?

"Er... Dalton, actually!"

The other James Bonds may not

rejected out of hand – Rare want to give players some surprises. However, one of them goes under the name of 'Aztec', and given the presence of Drax's stooges from *Moonraker* in the deathmatch character select screens, we wouldn't be at all surprised if some space shuttle shenanigans were also lurking somewhere within the game...

BONKERS OVER CONKERS

Although the main purpose of 64 MAGAZINE's visit was to see *Goldeneye*, having been told that other upcoming games were most definitely off the agenda, we used Bond-style interrogation techniques and nifty gadgets to dig up some dirt. Actually, that's a lie. We just

asked in a chatty manner. *Banjo-Kazooie*, being a Nintendo project, kept Rare's collective lips closed, but they were a bit more forthcoming about their own squirrelyfest, *Conker's Quest*. What prompted Rare to pull away from the security of Nintendo in order to publish a game under their own name?

"It's a bit like leaving home when you're in your late teens,"



answers Simon. "You still remain very close, but you realise that you can't remain dependent on them forever and you have to stand on your own two feet. But the good thing is they're always there to help and support you as a very close partner."

Reasonable enough. So, apart from *Conker's Quest*, what else is in the pipeline?

Strained grins all round.

"Er..."

You don't have to tell us all the titles...

"Well, the publishing thing will happen when it's going to happen – if we think it's right we'll go ahead, if we think *Conker's* is the right game then we'll go ahead and do it. Yes, there are others in the background as well..."

What do we think of *Goldeneye*? You can find out for yourself over the page in our full review. Suffice it to say that if *Goldeneye* does as well as we think it will, Rare might soon find that even their shiny new building is too small to hold all their cash...

Chimping Around

IN THE COURSE OF OUR INVESTIGATIONS, WE MANAGED TO UNCOVER A FEW TINY BITS OF NEWS STRAIGHT FROM THE MONKEY'S MOUTH, AS IT WERE. RARE ARE WORKING ON A *DONKEY KONG* GAME FOR THE N64 (THE WORKING TITLE IS *ULTRA DONKEY KONG*, ALTHOUGH THIS WILL ALMOST CERTAINLY CHANGE), WHICH IS BEING DESIGNED BY THE TEAM BEHIND *DONKEY KONG COUNTRY 3* ON THE SUPER NES, AND IT WILL BE PUBLISHED BY NINTENDO LATE IN 1998. *UDK* LOOKS LIKELY TO FEATURE A *MARIO*-STYLE 3-D ENVIRONMENT, THOUGH TAKING ADVANTAGE OF THE GRAPHICAL IMPROVEMENTS THAT RARE HAVE ALREADY USED IN *BANJO-KAZOOIE* AND *CONKER'S QUEST*. BEYOND THAT, HOWEVER, THE WALL OF SILENCE REMAINED IN PLACE...



Ninfo

Players



Cartridge

128 M.

Memory

YES

Publisher:

Developer:

Nintendo

Rare

Game Type:

3-D shoot-'em-up

Origin:

UK

Release Date:

Out now (import)

Price:

Varies with importer

GOLDENEYE

34

James Bond faces his **TOUGHEST** challenge yet – appearing on the **NINTENDO 64**!



REMEMBER HOW WHEN THE

N64 first appeared, people were going on and on about how amazing it was and how incredible all the games were going to be and how it marked a watershed in videogaming? And then how hardly any games appeared and many of those that did were just reshapes of old Super NES games? And how people started to get little beads of

perspiration on their foreheads as they worried that maybe the N64 wasn't quite the great leap forward that had been promised and that they should have got a PlayStation instead?

Well, now you can wipe your brows.

WE'VE BEEN EXPECTING YOU

Goldeneye is probably the most anticipated N64 game since *Super Mario 64*, and after being in development for over two years (see the feature on page 26), a lot was

expected of it. Thankfully, it delivers on every count. I'm not normally one for hyperbole (in fact, if you read the magazine regularly, you'll probably have realised I'm a bit of a cynical old bastard), but *Goldeneye* is the best game on the N64. Yes, even better than *Mario 64*. At some point in the distant future, maybe I'll get a little tired of repeating the missions... but then there's still the deathmatch game to have fun with!

Where to start? The plot's always a good place, and *Goldeneye* sticks as closely to the storyline of the film upon which it's based as it's possible for a game to get. A few liberties have been taken, such as having Bond actually visiting the Severnaya complex (which he never did in the film), but the overall story progresses logically from location to location.

The game is structured so that there are three difficulty levels for each stage – Agent, Secret Agent and oo Agent. As an Agent, the game is

\$64,000 Question

- PROVES WHAT 64-BIT HARDWARE IS REALLY CAPABLE OF!
- FAST, SMOOTH AND DETAILED GRAPHICS
- EXCELLENTLY DESIGNED
- FANTASTIC MULTI-PLAYER MODE
- Now!

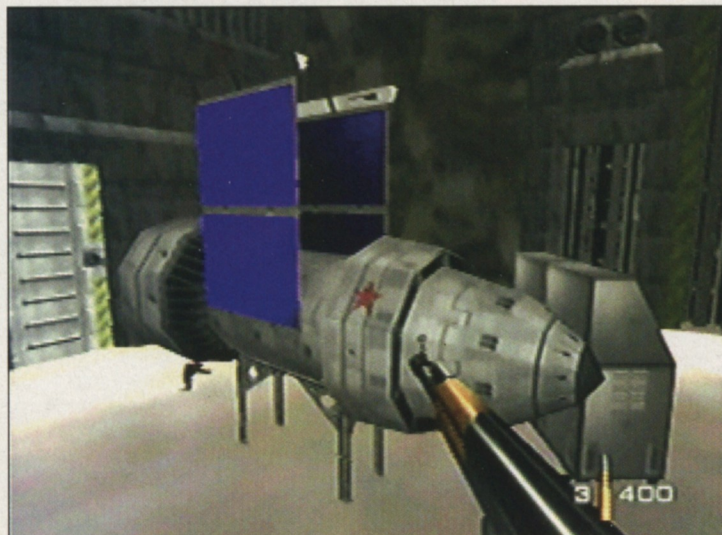
Memory Options



MEMORY:

FOUR SAVE SLOTS TO RECORD LEVELS REACHED AND CHEATS ACCESSED

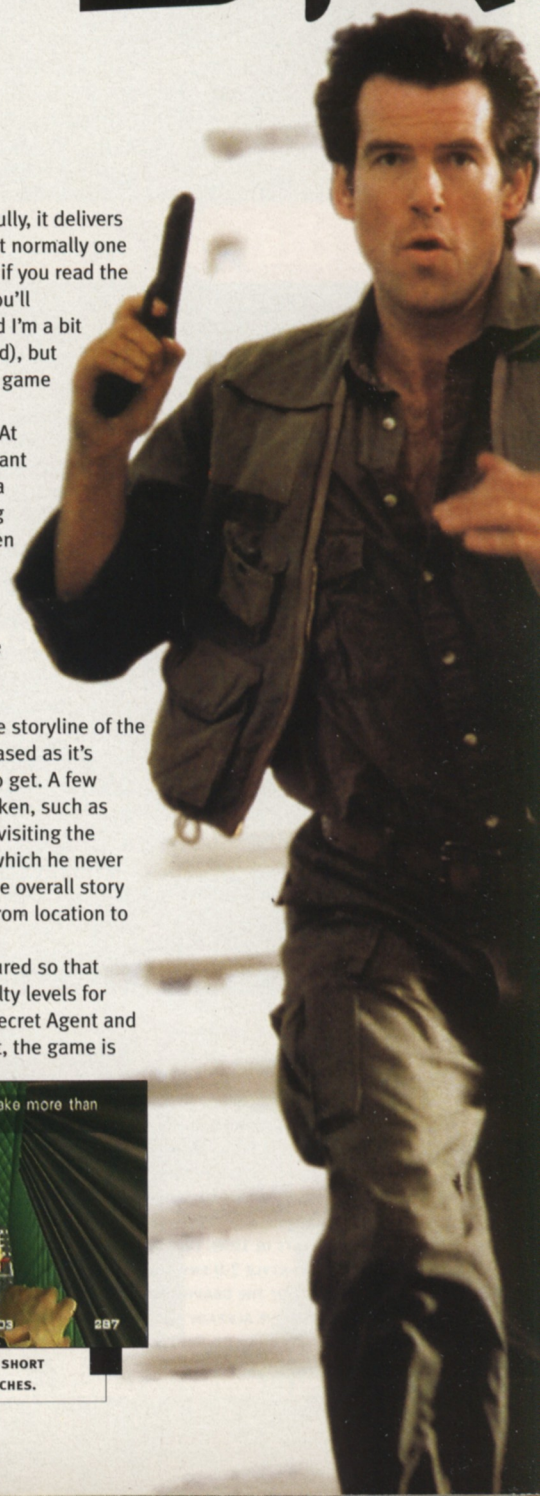
CONTROLLER PAK: N/A



THE GOLDENEYE SATELLITE ITSELF, PRIOR TO LAUNCH (OBVIOUSLY).



BOND'S WATCH LASER MAKES SHORT WORK OF TRICKY WELDED HATCHES.



EYE

fairly straightforward, with a few simple objectives that have to be met on each level. All you have to do on the first stage, for instance, is reach the dam and do a bungee jump from it. On Secret Agent level, you also have to destroy the alarms dotted about the complex, and when you play as a 00 Agent you have to install a modem transmitter and break into the base computers to upload their information to MI6 as well. The guards' aim improves on Secret Agent and 00 Agent levels, by the way!

There are 18 levels in *Goldeneye*, an impressive number considering the almost obscene amount of detail crammed into them, as well as two secret bonus levels accessible once you've beaten the game on the higher difficulty settings. Despite the memory limitations of a cartridge, they look absolutely superb. Unlike *Turok*, which used fogging extensively to prevent pop-up of the scenery, *Goldeneye's* 3-D engine lets



Trevelyan: For England - James.

JUST DON'T START ON ABOUT HOW 'FOOTBALL IS OUR RELIGION'!

you see a *long* way into the distance, with no slowdown or pop-up. The dam on the first level takes nearly a minute to run across at full pelt, yet you can see the far side from the

moment you step onto it – as well as the mountains that stretch away behind it! The only time fogging becomes obvious is on the jungle level, and the muggy green mist that envelops the Cuban rainforest seems to be as much an aesthetic decision as a practical one.

THE NAME'S BOND. JAMES BOND

Because Nintendo paid good money for the official James Bond licence, the characters in the game are the real deal – Pierce Brosnan is instantly

Shaken, Not Stirred

● *GOLDENEYE* MAKES SUBTLE, BUT EFFECTIVE, USE OF THE RUMBLE PAK. WHEN YOU FIRE A GUN OR GET HIT IT KICKS, BUT NOT SO MUCH THAT THE PAD FEELS LIKE IT'LL BE SHAKEN FROM YOUR HANDS. UNLIKE SOME RUMBLE PAK GAMES, WHERE THE VIBRATION QUICKLY BECOMES INTRUSIVE, *GOLDENEYE'S* USE OF THE GIMMICK WORKS REALLY WELL.

recognisable as 007, whether he's wearing Arctic survival gear, jungle camouflage or his trademark tux, and Sean Bean's mug is so lifelike it's spooky. Robbie Coltrane suffers from a bad case of the blockheads, though! The various 'extras' – soldiers, civilians and the like – are



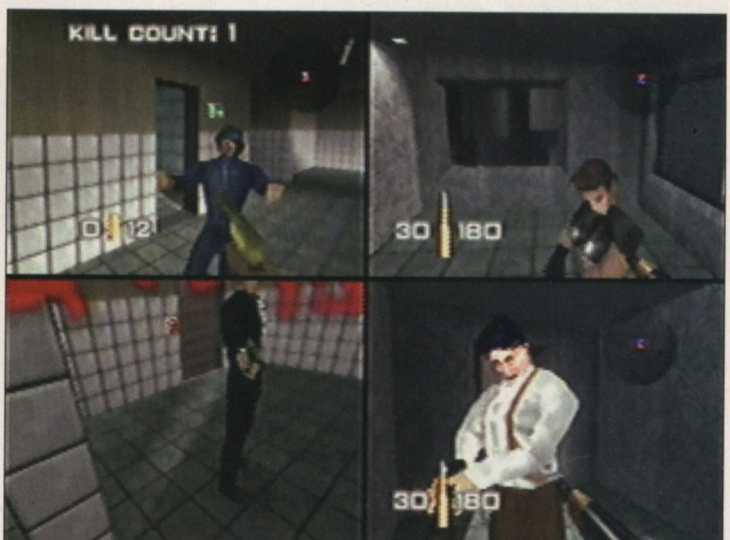
AS I LIVE AND BREATHE, IT'S JERRY SEINFELD. WHERE'S KRAMER, JERRY?



IF THIS WERE *TUROK*, THE FOG WOULD START ON THE WALL OF THE HUT!



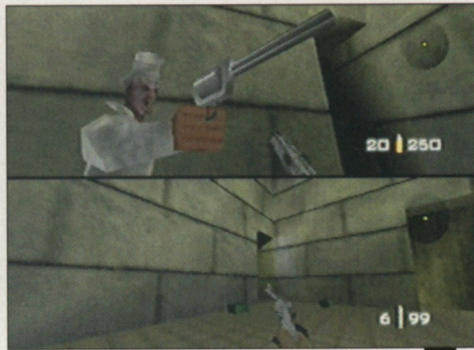
A STRING OF TIMED MINES DETONATES BEHIND THE FLEEING XENIA IN THE TWO-PLAYER GAME.



THE GOLDEN GUN (TOP LEFT) KILLS OPPONENTS WITH JUST A SINGLE SHOT.



BOND'S MINATURE CAMERA, LABELLED SO HE WON'T LOSE IT.



MY, THAT'S A BIG BARREL YOU'VE GOT, BARON SAMED!



THE GRENADE LAUNCHER. PHUNT... EEEE... BOOM!



SHOOTING OUT THE SECURITY CAMERAS HELPS STOP THE ALARM BEING RAISED.

actually staff members from developers Rare, but some bear uncanny resemblances to Clive Dunn from *Dad's Army* and Jerry Seinfeld! All the characters have been motion captured, giving them an impressively realistic feel as they walk, run and die.

The death animations are particularly worthy of comment – as well as just keeling over in traditional-if-dull style, they backflip, spin, slump to their knees before falling flat on their faces and even clutch agonisingly at their perforated throats, flailing their hands weakly

Using the shoulder buttons brings up one of *Goldeneye*'s coolest features. Although there is an 'auto aim' option to make firefights a little easier (hell, why not – you are James Bond after all!), calling up a precision gunsight lets you make very accurate shots even over long distances. This is

Goldeneye makes Turok: Dinosaur Hunter



MR WHITE! MR BLUE! MR ORANGE! MR BOND!

before the life finally drains out of them. Maybe I'm just a sick psycho at heart, but there's something intensely satisfying about pumping 30 AK-47 rounds into a group of soldiers and watching their bodies twitch as each bullet thuds forcefully into their chests! This being a Nintendo game, there's no gouting blood or splattered brains, but ominous crimson stains do ooze over peoples' clothing from the point of impact.

Bond has a huge range of weapons that can make these stains appear, from his humble karate-chopping fists and Walther pistol to grenades, shotguns and assault rifles. He can even go totally John Woo on some levels, with a machine gun in each hand! For some reason, most of the weapons have been given fictional names, but they're all recognisable as AK-47s, Uzis and M-16s.

most useful on levels where Bond is trying to be inconspicuous – with the silencer on his Walther, he can shoot guards in the head, killing them instantly and quietly, so as not to raise the alarm. Using the sights with assault rifles also zooms the view slightly to make hitting distant targets easier, but the best of the lot is the sniper rifle. With this, it's possible to



YEAH, "Oops" AS IN "Oops, I'VE JUST TRIGGERED THE ALARM", YOU GIT!

01-03

MISSIONS: IMPOSSIBLE?

MISSION 1: DAM

A CHEMICAL WEAPONS PLANT IS LOCATED AT THE BASE OF THE BYELOMORYO DAM. BOND MUST BUNGEE-JUMP FROM THE DAM TO ENTER THE BASE.

MISSION 2: FACILITY

ONCE INSIDE, BOND NEEDS TO LOCATE AGENT 006, ALEC TREVELYAN, AND BLOW UP THE CHEMICAL STORAGE TANKS. BUT GENERAL OURUMOV HAS OTHER IDEAS.

MISSION 3: RUNWAY

TREVELYAN IS DEAD, KILLED BY GENERAL OURUMOV! BOND MUST NOW ESCAPE ON HIS OWN BY STEALING A PLANE AND FLYING TO SAFETY.



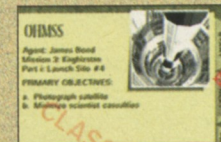
04-06



MISSION 4: SURFACE
BOND'S NEXT TASK, SOME YEARS LATER, IS TO LOCATE AND ENTER THE SEVERNAYA COMMUNICATIONS COMPLEX IN THE WILDS OF SIBERIA. WRAP UP WARM!



MISSION 5: BUNKER 1
ONCE INSIDE, BOND MUST FIND THE CONTROL ROOM AND STEAL INFORMATION ON THE GOLDENEYE SATELLITE WEAPON BEFORE ESCAPING.



MISSION 6: LAUNCH SILO
GOLDENEYE IS READY FOR LAUNCH – BOND HAS TO PHOTOGRAPH THE SATELLITE BEFORE IT IS SENT INTO ORBIT, AND BLOW UP THE MISSILE SILOS.



THE FINAL CHALLENGE - ELIMINATE TREVELYAN ON THE TRANSMITTER ARRAY!



COMPLETE MISSIONS AND BE REWARDED WITH THE DONKEY KONG CHEAT!

clear out open areas from a quarter of a mile away, without anyone even knowing you're there!

Now Pay Attention, 007

This being a James Bond game, there are also all sorts of gadgets from Q Branch just waiting to be put to good get-the-bloke-in-the-tuxedo-out-of-a-

Look like Hexen

tight-spot situations. Central to the game is Bond's Rolex watch – as well as having the usual Bondian functions like magnets and lasers, it also acts as the interface through which 007 uses his other kit. An example; in the first bunker level, Bond is equipped with a mini-camera and a key-copying gizmo which have to be used to complete the level. Press Start and Bond holds up his arm to show the watch, which then zooms in so fast you worry that he's going to knock himself out; flick to the equipment screen and choose the camera or analyser, then unpause and use the trigger to operate the chosen gadget. In a well thought-out touch, using the weapon select button then automatically brings up your last gun without having to go back to the watch. This kind of clever design, making the barrier between the player and the action on screen as thin as possible, is

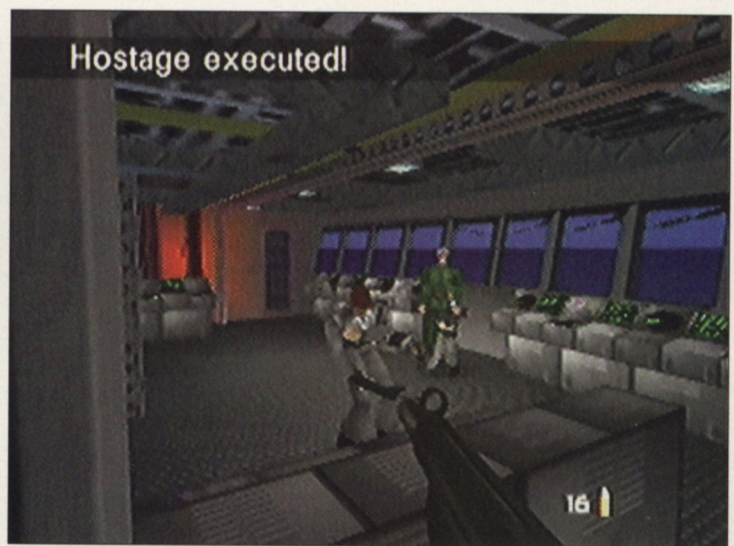
obvious all the way through *Goldeneye*. It's rare (no pun intended!) that you'll find anything getting in the way of actually playing the game.

Even the control system can be tailored to your preferences. The default setting is perfectly usable, but if you want you can reconfigure the controller to mimic the system used in *Turok*, or even use two controllers, one to move and the other to aim! The only quibble I have is that the aiming crosshairs default to an aircraft-style reversed control (pushing the analogue stick up moves the sights down, and vice versa) but again, this can be rectified in a couple of seconds. Not all games are as flexible with their controls!

SEE THAT SOME HARM COMES TO HIM

One unavoidable thing about *Goldeneye* which some people will have a problem with is its genre. "It's only a *Doom* clone!" they'll sneer. Chah! It's a first-person shoot-'em-up, but that's about the only point of comparison. Think how awesome *Doom* looked compared to *Wolfenstein 3-D*, its predecessor. Then think how awesome *Quake* looked after *Doom*. Now think how awesome *Quake* looks against *Wolfenstein*. That's *Goldeneye*...

On an N64 scale, *Goldeneye* makes *Turok* look like *Hexen*, and *Hexen* look like... oh, I dunno, something

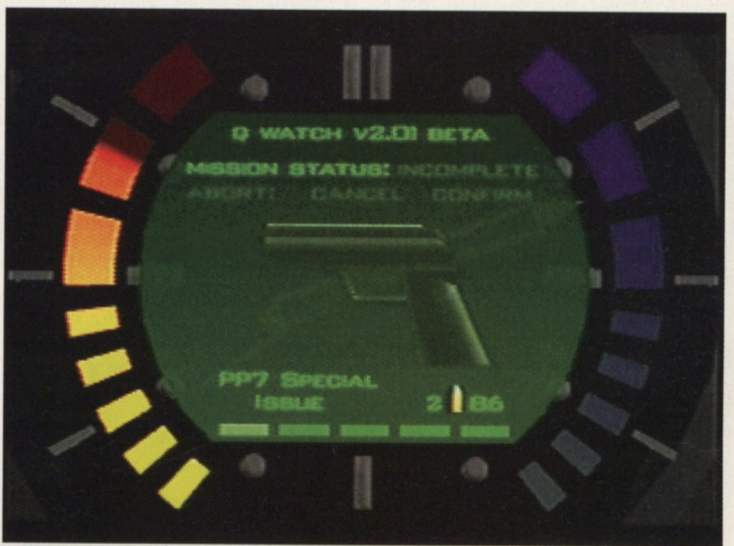


NOT A GOOD IDEA TO LET THIS HAPPEN TOO OFTEN.

you'd find dangling from a prolapsed intestine. Rare's game is so far ahead of everything else, in terms of looks, playability, design and sheer quality, that it makes the competition look positively sick. It's hard to imagine how Ocean's oft-delayed *Mission:*

Impossible can hope to match this.

Why's it so good? It's mainly because two-and-a-half years, some of the best programmers around and a shitload of Silicon Graphics kit, along with the hefty coffers and perfectionist demands of Nintendo,



BOND'S WATCH ALLOWS HIM TO SELECT HIS WEAPONS AND EQUIPMENT.

07-09

MISSION 7: FRIGATE

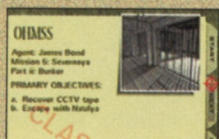
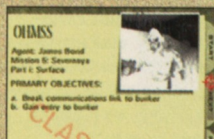
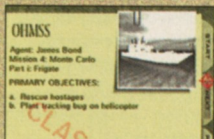
THE PRESENT DAY, AND THE JANUS SYNDICATE HAVE HIJACKED A FRENCH FRIGATE IN ORDER TO STEAL A PROTOTYPE HELICOPTER. RESCUE THE HOSTAGES!

MISSION 8: SURFACE 2

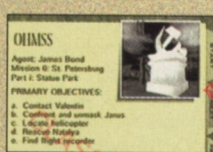
BOND RETURNS TO SEVERNAYA IN PURSUIT OF THE STOLEN PIRATE HELICOPTER. THINGS HAVE CHANGED IN THE INTERVENING YEARS...

MISSION 9: BUNKER 2

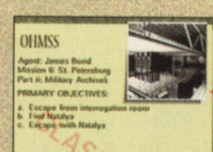
BOND HAS BEEN CAPTURED! STRIPPED OF ALL WEAPONS EXCEPT HIS WATCH, HE MUST ESCAPE WITH NATALYA BEFORE GOLDENEYE DESTROYS THE COMPLEX.



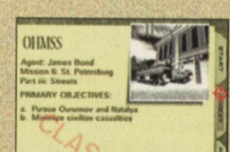
10-12



MISSION 10: STATUE PARK
ENLISTING THE HELP OF A FORMER KGB AGENT, BOND ENTERS ST PETERSBURG'S STATUE PARK TO UNMASK JANUS. SURPRISE, SURPRISE - IT'S TREVELYAN!



MISSION 11: ARCHIVES
TAKEN PRISONER AGAIN, BOND MUST ESCAPE HIS CELL, RESCUE NATALYA AND WARN THE RUSSIAN AUTHORITIES OF GENERAL OURUMOV'S TREACHERY.



MISSION 12: STREETS
OURUMOV IS TRYING TO FLEE WITH NATALYA. BOND NEEDS A VEHICLE TO PURSUE THEM THROUGH ST PETERSBURG. OH LOOK, A TANK!



GIRLS VS BOYS SNIPING ACTION IN DEATHMATCH MODE.

mean that excellence is pretty much guaranteed as standard. The delights are in the details – shots ricocheting away with a movie-style ‘ptang!’ if they hit a soldier’s metal helmet rather than his head, knocking the helmet flying in the process;

fragments of tiles and concrete chipping away under weapons fire; bullet holes actually staying put rather than fading from view when you leave a room; shafts of sunlight through the windows catching airborne dust in the musty old Soviet



IT'S MORE UNPLEASANT TO TRAVEL BY SOUTH WEST TRAINS EVERY WEEK.

archives; Bond straightening his tie and adjusting his cufflinks on completing a level successfully... All these things are evidence of the immense amount of time and care put into the whole package.

KILL BOND! Now!

Oh, and then there's the multi-player option, of course. If you've ever played *Doom* or *Quake* in deathmatch mode, you'll know just how much fun hunting down and killing your friends can be. *GoldenEye* is just as much of a thrill as either of these, and the amazing thing is how little the gameplay is affected by having the screen cut into halves or even quarters. The level of detail is only slightly lower than the normal game, and though the frame rate is reduced (only really obvious when fast turns reveal a slight jerkiness), it's still just as fast.

There are more options than you can shake a Walther PPK at – if you want to fight using rocket launchers, the laser guns from *Moonraker* or even the quaintly-named ‘slappers’ (bare hands!), you can, and the numerous team options let you find out who your friends really are... (See the ‘Get Coltrane!’ boxout for more on these.)

Although the usual caveats about N64 multi-player games apply (like the one about needing a Really Big Telly – I mean it!), if you can bring a group of blood-crazed mates round you're in for



THE GOLDENEYE CONTROL ROOM. TAKE A SNAPSHOT TO COMPLETE THE MISSION.

a fine evening's entertainment. If you thought that *Mario Kart*'s competitive nature brought out the worst in people, just wait until bullets enter the equation! *GoldenEye* absolutely cements the N64's reputation as the machine to own for group gameplay – with this, *Mario Kart* and *ISS 64*, those empty post school/work/pub evenings are going to be so filled there'll be more on the inside than out!

REALLY, 007!

Okay, time for the other shoe to head groundwards – *GoldenEye* isn't perfect, and it does have faults. The absence of a map, or even a compass, can make some levels slightly confusing, and the fact that Bond's top speed (like *Mario*, the analogue stick is used to control how fast he moves) is more of a Bill Clinton jog than a bullet-dodging sprint means a certain amount of trudging on the outdoor levels.



THE PIRATE HELICOPTER ABOARD THE FRENCH FRIGATE.

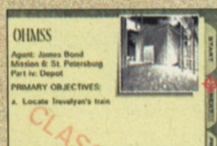


SECRET CHARACTERS JAWS AND A TINY MOONRAKER ELITE WOMAN.

13-15

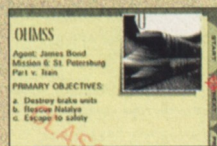
MISSION 13: DEPOT

THE TANK CHASE ENDS AT A RAILWAY DEPOT, WHERE TREVELYAN'S ARMoured TRAIN IS WAITING. BOND MUST FIND IT BEFORE IT LEAVES.



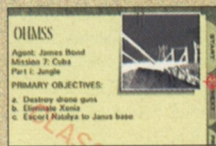
MISSION 14: TRAIN

ABOARD THE TRAIN, BOND HAS TO FIGHT HIS WAY THROUGH LEGIONS OF JANUS GOONS TO REACH NATALYA, TREVELYAN, OURUMOV AND XENIA.

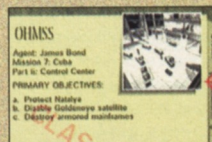


MISSION 15: JUNGLE

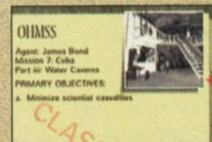
TREVELYAN'S BASE HAS BEEN LOCATED IN CUBA. BOND AND NATALYA MUST FIGHT THROUGH THE JUNGLE TO REACH IT, ELIMINATING XENIA EN ROUTE.



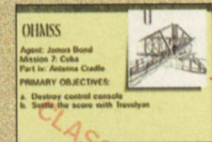
16-17



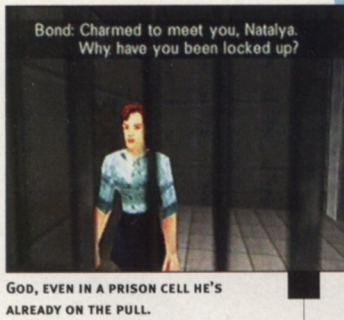
MISSION 16: CONTROL
NATALYA HELPS BOND BY HACKING INTO THE SYSTEM. TO STOP GOLDENEYE FIRING ON LONDON. DON'T KILL BORIS, HOWEVER MUCH YOU WANT TO!



MISSION 17: CAVERNS
THE LABYRINTHINE CAVES BELOW THE BASE HOUSE A SMALL ARMY OF JANUS SOLDIERS. YOU BEGIN WITH MACHINE GUNS – TIME TO START SHOOTIN'!



MISSION 18: CRADLE
TREVELYAN IS MAKING ONE LAST ATTEMPT TO FIRE GOLDENEYE. IT'S A BATTLE TO THE DEATH ON THE ANTENNA ARRAY, HUNDREDS OF FEET IN THE AIR!



The enemies are not even worthy of the term 'halfwit' either, lining up to be shot and often running headlong into doors that have already closed (giving rise to the otherwise unseen problem of polygon clipping, arms, legs and faces pulsating through doors in a way that James Cameron would probably want for the next *Terminator* film!). Weight of numbers more often decides Bond's fate than any clever tactics on the bad guys' part.

Losing all the weapons you've collected at the start of each new level, even when it follows on directly, rankles, but the one truly annoying thing about *Goldeneye* is that the weapons select only works one way, and there's a delay on it as well. You press the button and nothing seems to happen, so you press it again, only for the top gun you wanted to flash past and be replaced by Bond's well-manicured but not exactly hot lead hands. You then either have to use the watch to change weapons (letting the enemies pop away at you freely for the couple of seconds it takes to appear), or else peg it away, madly hammering the A-button until the weapon you want reappears. Aaaargh!

Oh, and the music starts to grate after a bit as well. And the deathmatch Caves level is crap.

But even taken all together, these faults are trivial, and don't detract from the playability of the game as a whole. And it is playable. Boy, is it playable. We're talking entire-day-of-work-lost playable (something which no N64 game has managed before), followed by take-it-home-and-play-until-4am-without-managing-to-write-a-single-damn-word-about-it playable. *Mario 64*? Amateur hour! *Goldeneye* presses a silenced Walther against the plumber's head and slowly squeezes the trigger.

It's tough, as well. While most Nintendo games are on the easy side, even on the simple Agent level it should be a good couple of days of solid work before you see *Goldeneye*'s game over sequence, and then you've still got the more complex and

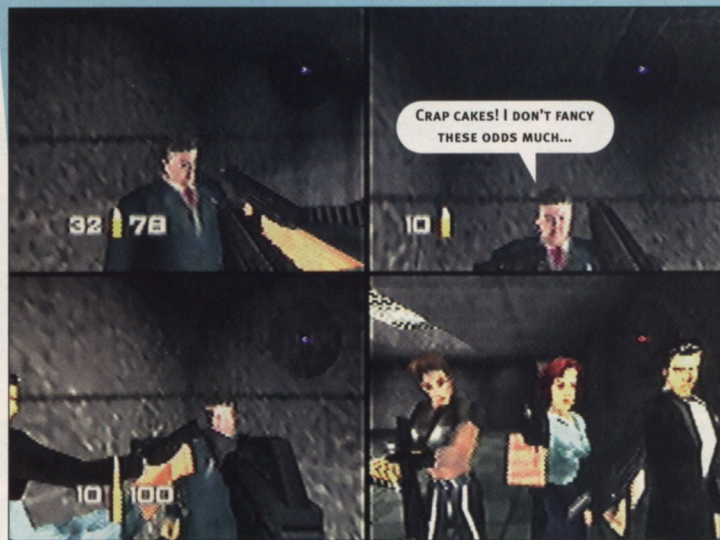
Get Coltrane!

IN THE DEATHMATCH MODE, IT DIDN'T TAKE US LONG TO NOTICE THAT, FOR SOME REASON, THE LEVEL OF EXULTATION WAS EVEN HIGHER THAN NORMAL WHEN THE VICTIM WAS VALENTIN ZUKOVSKY, ALIAS ROBBIE COLTRANE. PERHAPS IT'S FROM THE ODDNESS OF HAVING SOMEONE OF SUCH HEFT LEGGING IT AROUND THE PLACE LIKE AN OLYMPIC SPRINTER. OR PERHAPS IT'S JUST THE INHERENT COMEDY VALUE OF A FAT BLOKE.

ONE OF THE DEATHMATCH OPTIONS IS, IN A FOUR-PLAYER GAME, TO HAVE THREE OF THE PLAYERS IN ONE TEAM AND ONE POOR SAP ALONE AS THEIR TARGET. GUESS WHICH CHARACTER WAS INVARIABLY SELECTED AS THE LONER?

"GET COLTRANE!" THUS BECAME A REGULAR CRY AROUND THE 64 MAGAZINE OFFICES, AS DEATHMATCHES DETERIORATED INTO PSYCHOTIC RAMPAGES, THREE NUTTERS ARMED WITH AUTOMATIC WEAPONS CHASING ONE AMPLY-WAISTED BAFTA WINNER MADLY AROUND MAZES. WE WERE LIKE CRAZED REDNECKS IN A HUNT THROUGH THE BAYOU, WE REALLY WERE. "IT'S COLTRANE! THERE HE GOES! GET HIM! SHOOT HIM! KILL HIM!"

'GET COLTRANE!' SHOULD HAVE BEEN A STANDARD OPTION, INSTEAD OF THE ENTIRELY LESS EXCITING 'CAPTURE THE FLAG' OPTION. HERE, AT LEAST THE QUARRY GETS TO SHOOT BACK. AND YOU KNOW WHAT? HE PUTS IN A PRETTY GOOD SHOWING, OLD ROBBIE...



'GET COLTRANE!' - THE BEST THING IN VIDEOGAMES SINCE PONG!

rewarding Secret Agent and oo missions to complete! Not forgetting the deathmatch games. And the secret levels. And the cheats.

This very magazine stated in issue one that *Super Mario 64* was "the world's best videogame", and who am I to argue with my own mag? Well, *Goldeneye* is even better than *Mario 64*. Even Oddjob could figure out what that means! A Nintendo 64 without *Goldeneye* is like James Bond without a vodka martini - buy it as soon as you can, and save the world from unworthy 64-bit games! R64



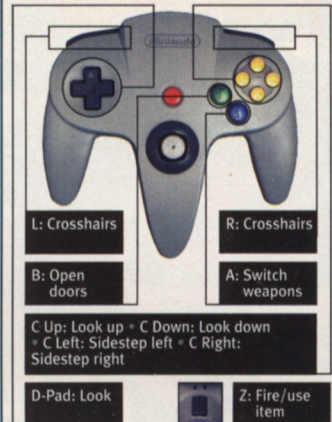
TRUNDLE THROUGH THE STREETS IN A TANK, BUT DON'T CRUSH TOO MANY CIVILIANS.

2nd opinion

AT LAST - A TRUE NEXT GENERATION GAME FOR ADULTS! PLAYING *GOLDENEYE* IS EXACTLY LIKE PARTICIPATING IN THE REAL THING - I LOVE IT! WHETHER YOU'RE SHOOTING OUT THE TEETH OF DISTANT ENEMY TROOPS USING THE SNIPER RIFLE, OR SIMPLY CREEPING UP BEHIND A GUARD AND POPPING A CAP IN HIS ASS USING THE SILENCED PPK, EVERY ASPECT OF THIS GAME IMPRESSES. GRAPHICALLY IT'S A STEP UP FROM THE MISTY CONFINES OF *TUROK*, AND THE LEVEL OF DETAIL IS UNBELIEVABLE, RIGHT DOWN TO INDIVIDUALLY TEXTURED FACES (IT'S REALLY CREEPY SHOOTING PEOPLE YOU KNOW ARE ACTUALLY ALIVE). THE ONE PLAYER GAME IS FULL OF ESPIONAGE AND REQUIRES GUILF AND A THOUGHTFUL APPROACH, BUT WHAT MAKES *GOLDENEYE* SUCH A WINNER IS THE UNBEATABLE FOUR PLAYER MODE WHICH I'VE STAYED UP UNTIL 3AM PLAYING. ONE MINUTE YOU'RE BEING HUNTED BY THREE GUYS WITH PISTOLS, AND THEN YOU COME ACROSS THE AR33 ASSAULT RIFLE AND IT'S PAYBACK TIME! THIS IS MY ALL-TIME FAVOURITE N64 GAME. WELL DONE RARE! **DAMIAN BUTT**

64 THE BOTTOM LINE

Keys



Alternatives

There are no alternatives! Oh, all right then. *Shadows Of The Empire*: Nintendo (£59.99) Reviewed: Issue 1, 88%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

96 %

Summing up: A GENUINELY STUNNING TITLE THAT EVERY NINTENDO 64 OWNER SHOULD BUY! WE'RE NOT KIDDING - IT'S THAT GOOD.

Ninfo



Publisher:
Developer:

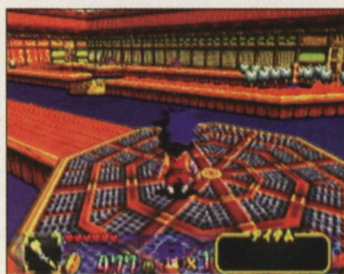
Konami
KCE Osaka

Game Type:
Origin:

3-D Platform
Japan

Release Date: Out now (import)
Price: TBA

Talking **DOGS**?
Deadly **BROLLIES**?
Shrinking
FISHERWOMEN?
There's either a
TAB in my **TEA**, or
it's a new
Goemon GAME!



GOEMON ENTERS THE HALL OF THE SPINNING METAL THINGS.



THE TURTLES CAN CARRY YOU TO OTHERWISE INACCESSIBLE PLATFORMS.



GOEMON PULLS HIS KENNETH WILLIAMS FACE. "Oooh, nooo, matron!"

GANBARE GOEMON:

Neo Momoyama Bakufu No Odori

Memory Options



MEMORY:
SUPPOSEDLY ONE POSITION SAVE, THOUGH WE COULDN'T GET IT TO WORK...
CONTROLLER PAK:
UP TO 3 GAME SAVES

\$64, 000 Question

- ⊕ WHO NEEDS FMV WITH CUTSCENES THIS GOOD?
- ⊕ SONGS! FOUSANDS OF 'EM! (WELL, TWO)
- ⊕ BIG 3-D ENVIRONMENT
- ⊖ TOO BIG, AT TIMES
- ⊖ ALL RATHER LAID BACK
- ⊖ CAMERA HAS TROUBLE KEEPING UP
- ⊖ DON'T KNOW JAPANESE? OH DEAR



WHAT, AS DONALD SINDEN burbles in the Lipovitan adverts, are the Japanese on? Last issue it was *Go! Go! Troublemakers*, and now Konami have got *Ganbare Goemon: Neo Momoyama Bakufu No Odori* (which roughly translates as *Good Luck Goemon: The Dance Of The New Peach Mountain Government*) to prove that the myth of the inscrutable Japanese is about as accurate as the notion that all Brits walk around in bowler hats with umbrella handles stuck up our arses. They're 'avin' a larf!

Ganbare Goemon (originally *Goemon 5*, but Konami wanted to set this new game apart from its Super NES predecessors) draws heavily on Japanese mythology and folklore to create its setting and characters. Goemon – the real Goemon – was a 16th century Japanese outlaw and poet, a kind of Robin Hood character, and his buddy/alter ego Ebisumaru is a deity of some sort. That's in folklore, anyway. In the game, Goemon is a mischievously grinning battler for truth and justice with a quiff that just won't quit, and Ebisumaru is a fat bloke with a

Who Needs FMV?

...WHEN YOU CAN HAVE CUTSCENES LIKE THIS RUNNING USING THE IN-GAME GRAPHICS? AS THE GAME BEGINS, GOEMON AND EBISUMARU ARE, AS USUAL, IN TROUBLE...

A QUIET STREET SCENE IN ANCIENT EDO (THAT'S TOKYO, DONCHA KNOW).



THEN A SCUFFLE BREAKS OUT! OUR TWO HEROES PEG IT.



"THESE AREN'T MIXED BATHS, YOU PERVERTS!"



Kabuki Go!

JUST WHEN YOU THOUGHT THE GAME WAS JUST A LOAD OF RUNNING AROUND VERY LARGE AND SPARSELY POPULATED FIELDS, ALONG COMES A BLOKE WITH A PONCY HAIRDO AND A GIANT ROBOT, WITH THE INTENTION OF SQUASHING YOU LIKE A BUG. LUCKILY, GOEMON HAS AN ALLY – GOEMON IMPACT!

SUMMONING UP HIS GIANT ROBOT IN A LENGTHY CUTSCENE (COMPLETE WITH SONG – THAT'S RIGHT, A COMPLETE SONG ON A CART!) IN A SPOOF OF JAPANESE GIANT ROBOT ANIME LIKE *GUNDAM* AND *EVANGELION*, GOEMON AND EBISUMARU THEN TAKE ON THE MALEVOLENT MASCARA'D MECHA IN A CROSS BETWEEN *MECHWARRIOR* AND *PUNCH-OUT*. AFTER BEING POWERED UP BY ROLLERSKATING THROUGH SEVERAL TOWNS IN AN ORGY OF DESTRUCTION, GOEMON IMPACT



HAS TO DEFEND AGAINST A HAIL OF MISSILES, PUNCHES AND GIANT UMBRELLAS WHILE USING FISTS, FEET AND CANNON TO TAKE THE CYBORG KABUKIMAN DOWN! ONCE THE ROBOT IS SCRAPPED, THE WAY IS CLEAR FOR GOEMON TO TRAVEL TO THE NEXT TOWN, WHERE HE MEETS THE THIRD MEMBER OF HIS GROUP – YAE, A GREEN-HAIRED GIRL WHO CAN TURN INTO A MERMAID. OF COURSE.



hammer who runs like a girl and whose main ability is getting himself and his mate into trouble. As if that's not enough of a departure from tradition, UFOs, giant robots, dragons and the occasional teleport station are chucked in. (How come we're not doing this sort of thing with King Arthur and Robin Hood?) One thing that the *Goemon* games can ever be accused of is predictability.

Without good knowledge of Japanese (there is a lot of text and

Japan and blasted the royal palace in true *Independence Day* fashion, so Goemon and Ebisumaru, along with anyone else they can rally to their side along the way, take it upon themselves to track down and defeat the invaders.

MINNA AI NO MAYOIGO

The first thought that will occur to everyone once the game starts will include the words 'clone' and 'Mario',

Goemon has more locations than *Mario*, but they tend to be a lot smaller, often being little more than a single room. Really expansive locations are few and far between, and there are only a couple of places in the game where you get any feeling of being in a landscape rather than stuck inside a series of little boxes. Quite a few locations don't serve any

particular purpose other than to connect more important ones – Konami have done their best to keep things busy by putting people or enemies in these locations, but there are many places where Goemon ends up running around for long periods just to get to an exit. This trudging back and forth got tedious very quickly in *Mario*, and the same applies here.

Goemon has some of the weirdest enemies around

speech in the game, far, far more than *Troublemakers* or the Japanese version of *Mario 64*) it's hard to work out exactly what the plot is behind the game, but the gist of it is easy enough to garner from the impressively lengthy cut scenes. A huge (wooden) spaceship has appeared over ancient



ALL THE CHARACTERS CAN SWIM, BUT ONLY YAE CAN GO UNDERWATER. SORRY, MATE.

not necessarily in that order. Goemon (or Ebisumaru, the two being switchable at the touch of a button) walks through the feudal landscape in exactly the same way as the portly plumber, the camera following behind him and rotating around him as he turns. He can run! He can jump! He can crawl! He can swim! He can talk to people! He can't crush enemies with his buttocks, but that's a good thing! (If Goombas carried forks, Mario's career would be cut short very quickly...)



KNOCK DOWN THE GUARD THREE TIMES AND WIN A FREE MINIATURE ROBOT NINJA! (HONEST.)

"THIS IS ALL YOUR FAULT, ROUND BOY! WHY I OUGHTA..."



"ENOUGH WITH THE FATTIST CRAP – COLTRANE'S HAD IT ALREADY!"



SUDDENLY A BIG PURPLE SPACESHIP FLEW OVERHEAD.



"AW, BUGGER – I'VE GOT THAT ONE'S NUMBER ALREADY!"



TRY AS HE MIGHT, THE CAPTION WRITER WAS STUMPED.



"GOD, ROYAL PALACE TV IS DULL. WHEN'S TELLYUBBIES?"



"I'M SO UNSPEAKABLY EVIL I DON'T WASH AFTER WIPING!"



THE SPECIAL EFFECTS FOR ID2000 WERE ALREADY UNDER WAY.



ANOTHER FAIRLY SELF-EXPLANATORY PICTURE.



"AH, SUCH A NICE DAY. WHAT'S THAT NOISE?"



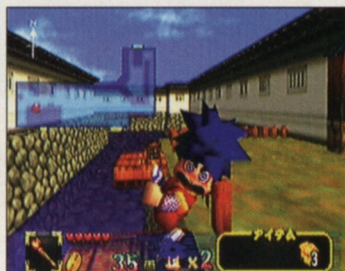
"OH, A NUCLEAR BLAST IN THE FACE. HOW VEXING."



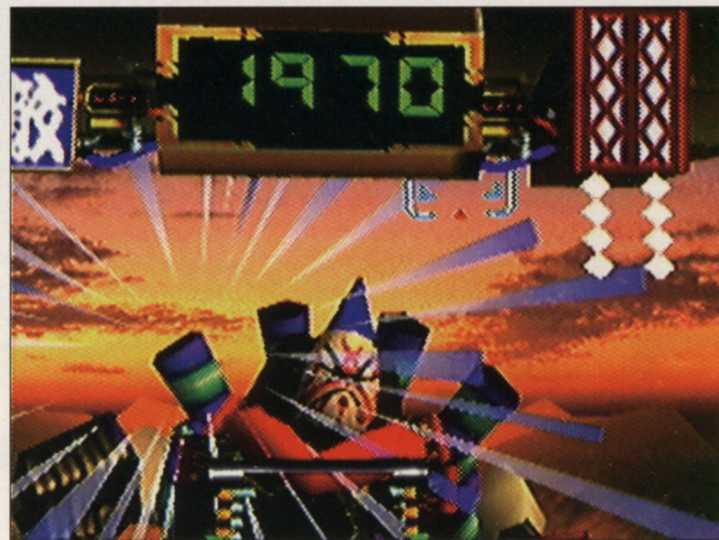
"WELL, BLOODY HELL! BETTER SAVE THE WORLD, I S'POSE."



GOOD TIMING IS NEEDED TO GET ACROSS THESE MARIOESQUE SPINNING BLOCKS.

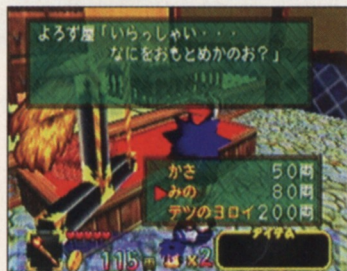


GOEMON FREAKS OUT! HE'S AN EXPRESSIVE SORT, THIS WACKY POET.



CRUNCH! MECHA-KABUKI TAKES A GOOD HARD SLAPPING FROM GOEMON IMPACT.

Goemon's scenery is less interactive than *Mario*'s; objects which look as though they might be useful, even if only as platforms to jump from, are often equipped with Goemon-repelling invisible walls which make them inaccessible. In short, anything not totally relevant to Goemon's quest is out of bounds, which might help people concentrate on the game but is a bit of a letdown after being able to muck about with stuff to your heart's content in Nintendo's game.



THE GAME HAS MANY SHOPS, SELLING EVERYTHING FROM WEAPONS TO SKI PASSES.

SAMISHISA WAKACHIAITAI

But enough *Mario* comparisons – dismiss him from your mind and make room for some full-on Konami weirdness. *Goemon* is, at the moment, about the nearest thing the N64 has to an RPG, requiring mucho collection of items, recruitment of characters, buying of handy items and questioning of villagers to succeed. Well, hopefully the last of these requirements can be avoided, as everyone in the game witters away in Japanese for hours on end, and unless they're helpful enough to mention some numbers or button combinations in their jabberings you won't be any wiser once they've finished. Occasionally they'll ask you a question, which you answer with a multiple-choice reply, but usually if nothing seems to happen you can keep trying until you get a result. All the characters in the game, important or otherwise, are presented in a colourful super-deformed style, but

Where's the sweat?

have just the right amount of the odd factor to them to stave off accusations of excess cuteness.

Not everyone in the game is willing to talk – Goemon, or any of the three other characters who eventually join him, will frequently need to lay into some of the weirdest enemies around. Floating pit bull heads? Obese neck-deprived ballerinas? Ball bearing-vomiting severed samurai noggins on poles? Taxmen? Weirder than a cheese-eating schizo's bad dreams! Apart from the infrequent bosses, though, the only threat the enemies

Where's the

pose is when they attack in numbers, and if you time your strikes right you can merrily carve through any number of attackers while suffering only the occasional hit.

GEORGE BUSH

In this respect, *Goemon* is probably a bit too easy, as it's entirely possible to reach the second boss (a giant robot kabuki man) without even coming close to losing a life. Even the bosses

Chase The Dragon

FURTHER INTO THE GAME, GOEMON AND CO FIND WHAT LOOKS LIKE A CROSS BETWEEN A BANDSTAND AND A TARDIS. IT'S ACTUALLY A TRAVEL STATION, BUT THE PARTICULAR MODE OF TRANSPORT – A GIANT BLUE DRAGON – HAS BEEN HIJACKED BY THE FORCES OF EVIL. STARTING AT THE TIP OF THE DRAGON'S TAIL, GOEMON HAS TO MAKE HIS WAY TO THE HEAD AND DESTROY THE BOSS, WHICH IS... WELL, BEYOND WESTERN DESCRIPTION. ONCE THE SPINNY THING HAS BEEN NUKED, A GRATEFUL BLUE-HAIRED GIRL PRESENTS THE TEAM WITH A FLUTE WHICH YAE CAN USE TO SUMMON THE DRAGON, IN ORDER TO TRAVEL TO ANYWHERE PREVIOUSLY VISITED ON THE MAP.



ONCE THE BOSS IS BEATEN, YOU CAN TRAVEL AROUND JAPAN BY DRAGON. THE LENGTHY CUTSCENE CAN'T BE SKIPPED, UNFORTUNATELY.



THERE'S ONE OF THESE WEIRD TEMPLES WITH AN UGLY NAKED GUY IN EVERY TOWN.

themselves aren't exactly difficult to defeat. When there's no danger, there's no tension, and for a lot of the time the only way *Goemon* could be any more relaxed would be if the game was lying on a tropical beach being massaged by supermodels.

This lack of action for large parts of the game is a shame, because at other times *Goemon* goes completely

others just as strange. The distinctively Japanese quirkiness of the Super NES *Goemon* games (which was lost to some extent when they were translated into the *Mystical Ninja* series) is still here, but spread rather thinner.

This thinness seems to be a fault – hopefully not an inherent one – of *Mario*-style software. By creating a 'real' world, in the loosest possible sense, it becomes impossible to pack in the detail and intensity of the less



EBI IN HIS FAVOURITE PLACE – A RESTAURANT!

through a digital version without a great deal else happening isn't what I want in a game. Where's the sweat? Where's the adrenaline? Where's the excitement?

This is a pity, because *Goemon* otherwise works quite well as an exploration game (though knowledge of Japanese or extreme luck is vital to figure out some of the tasks), despite an occasionally dodgy moving camera that isn't nearly as intelligent as it likes to think. A European release is already on the cards, so that should take care of the language barrier, but the underlying scarcity of thrills is unlikely to change. *Goemon*, and the N64, deserved better. **GANBARE GOEMON WAS SUPPLIED BY RAY AND THE VIKING AT THE DAMN FINE SOFTWARE EMPORIUM KNOWN AS SKILL ACADEMY (0181 567 9174). JAPANESE CROSSHEADS COURTESY OOMORI KINUKO.**



adrenaline? Where's the excitement?

mental, dropping out of the platform environment for some really strange subgames. The aforementioned kabuki robot fight is one of the most impressive (see boxout), but there are

realistic, but more game-like, environments on machines like the Super NES. If I want to walk around in a park there's a perfectly good real-life one near the office, but slogging



GOEMON PONDERES THE SONIC THE HEDGEHOGNESS OF IT ALL.



IT'S A DEADLY SAMURAI PENGUIN. OF COURSE.

2nd opinion

THE OLD GOEMON GAMES WERE GREAT, BUT THEY GRADUALLY LOST THE PLOT WITH EACH SEQUEL. *GANBARE GOEMON* IS THE WEAKEST, AS IT'S JUST A *MARIO* WANNABE WITH A COUPLE OF WEIRD ENEMIES INSTEAD OF ANYTHING REALLY OUTRAGEOUS. WAIT FOR A TRANSLATED VERSION, AND EVEN THEN BE WARY OF BUYING. **LOZ COOPER**

64 THE BOTTOM LINE

Keys



Alternatives

Super Mario 64: Nintendo (£59.99)
Reviewed: Issue 1, 94%
Doraemon: Epoch (import)
Reviewed: Issue 3, 50%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall



70

Summing up:
COULD HAVE BEEN GREAT IF IT HAD BEEN MORE EXCITING (AND IN ENGLISH)

MULTI RACING CHAMPIONS

Ninfo



Publisher:
Developer:

Imagineer
Genki

Game Type:
Origin:

Racer
Japan

Release Date: Out now (import)
Price: £69.99

The **RACE** for the N64's best **RALLY** game has begun... will **IMAGINEER** take the chequered flag or the **WOODEN** spoon?



MARIO KART 64 AND WAVE

Race both showed that the N64 is more than capable of handling highly playable racing games, but until now the big question for petrolheads has been unanswered – will it have a 'realistic' racer capable of competing with *Rage Racer* or *Sega Rally*? Seta's *Rev Limit* and Kemco's *Top Gear Rally* are both waiting for the warm-up lap, but the first to leave the grid is Imagineer's *Multi Racing Championship*, henceforth known by

the ink-saving acronym of **MRC**.

When you start playing, a total of eight cars are available, two extra motors becoming ripe for the thrashing once you've beaten the CPU-controlled *Match Race* drivers. Of the basic models, four are straight rally cars in a mixture of two- and four-wheel drive, while the others are a motley assortment of off-rovers. The former quartet are faster and ideally suited to flat-out tarmac bashing, while the latter, unsurprisingly, are in their element when plugging through

mud or bouncing across snowdrifts. Since all the tracks feature a mix of conditions, use of the customisation screen to adjust each car's roadholding, suspension and aerodynamics is essential to tune them to your needs. Quite how a pickup truck, a vehicle once famously described by PJ O'Rourke as 'a front porch on wheels', can be made more aerodynamic without the aid of a lump hammer and an orbital sander is a mystery, but never mind; whack the slider as far over as it'll go and you can eke an extra 15kph from your ride.

Each car handles differently, depending on its size and which of its wheels are used to put the power through the rubber. The little Renault-alike hatchback is very manoeuvrable, but its light weight means it slips about like Torville and Dean on a slick



HOT IN PURSUIT OF DEUS IN THE MATCH RACE. THOSE HEADLIGHTS ARE SOOOOO CONVINCING, N'EST-CE PAS?

of Bob Monkhouse's Brylcreem if the wheel's hoiked about too sharply off-road. Conversely, the Humvee clone crashes over rough terrain without a care, but once on the road just can't keep pace with the road cars, requiring downright aggressive driving to stop people overtaking.

Memory Options

MEMORY:

SAVES HIDDEN
TRACKS AND CARS
WHEN OBTAINED



CONTROLLER PAK:

SAVES RECORDS, CUSTOMISATION AND
GHOST MODE DATA



\$64,000 Question

- + GOOD USE OF ANALOGUE CONTROL FOR STEERING
- + CONTROLLER/RUMBLE PAK SWAPPING A SMART MOVE
- + VARIABLE WEATHER CONDITIONS
- TOO FEW TRACKS
- COULD EASILY BE A PLAYSTATION GAME
- DUFF SOUND
- REPETITIVE SPEECH



ONE OF THE HARDER CORNERS IN THE GAME IS APPROACHING, AND YOUR VIEW IS BLOCKED BY YOUR LAP TIME READOUT. Doh!

Rumbled!

MRC IS RUMBLE PAK COMPATIBLE, BUT UNLIKE *STARFOX* IT DOESN'T REALLY ADD A LOT TO THE EXPERIENCE. THE SHAKES ARE FAR TOO REGULAR TO GIVE THE IMPRESSION OF BASHING OVER ROUGH AND UNPREDICTABLE TERRAIN, INSTEAD BRINGING TO MIND THE VAGUELY NAUSEATING SENSATION OF SITTING ON THE BACK SEAT OF A BUS WHILE IT'S IDLING AT TRAFFIC LIGHTS. HOWEVER, *MRC* IS THE FIRST GAME THAT ALLOWS THE RUMBLE PAK AND CONTROLLER PAK TO BE 'HOT-SWAPPED' DURING PLAY, SO YOU DON'T NEED TO GO THROUGH THE RIGMAROLE OF HAVING TO CUSTOMISE YOUR CAR EVERY TIME YOU WANT THE SHAKES.

Multi Racing Championship

G HIP

GALIENT

LOOKING A BIT LIKE A SUBARU, THIS 4WD ROAD CAR IS A GOOD BET FOR THE BEGINNER, WITH A HIGH TOP SPEED AND GOOD ON- AND OFF-ROAD PERFORMANCE.



TIGRIS

COULD BE A MITSUBISHI, IF YOU SQUINT A BIT. SIMILAR PERFORMANCE TO THE GALIENT, THOUGH ITS LACK OF 4WD HANDICAPS IT ON THE OFF-ROAD SECTIONS.



KINGROADER

THIS UNINTERESTING LOOKING 4x4 IS ACTUALLY GOOD ENOUGH TO RATE ITS OWN BOXOUT! IT'S THE BEST CAR IN THE GAME, BAR NONE...



Let's Off-Road!

THE CARS IN *MRC* ARE LOOSELY BASED ON REAL VEHICLES, THOUGH NOT SO CLOSE THAT THEIR MANUFACTURERS MIGHT CALL IN THE LAWYERS. BUT WHICH ARE THE LAMBORGHINIS AND WHICH ARE THE LADAS?



THIS SECRET SHORTCUT ON THE DOWNTOWN STAGE WILL GUARANTEE YOU VICTORY IF YOU USE IT. JUST DRIVE UNDER THE TREE!



MRC MANAGES TO BE QUITE ATMOSPHERIC IN SOME STAGES. YOU COULD ALMOST BE THERE FREEZING YOUR NUTS OFF WITH THE GOONS IN ANORAKS.

onto the off-road shortcuts, which if negotiated successfully can shave upwards of ten seconds off the lap time. Mess up, however, and you'll skid like a condemned man's y-fronts and end well out of the running.

Another tweak that adds variety to *MRC* is the addition of changeable weather conditions, snow, rain and fog sometimes wafting across the higher parts of the tracks. The weather doesn't make much of a difference to the racing, but it's a nice atmospheric touch.

VROOM 101

So how do things fare when you try to put the pedal to the metal, or rather, the thumb to the, erm, mushroom-shaped thing? The cars are controlled using the analogue stick, which makes a real difference from the edgy tap-tap-hold D-pad steering on other machines. All that's missing now is an analogue button for proper accelerator/brake control... With a bit

of practice, impressive powerslides over gravel and dirt surfaces can be accomplished, and although it's of no use whatsoever in actually winning races, a reasonable imitation of a handbrake turn is even possible.

After *Mario Kart*, though, this degree of control is what we've come to expect from an N64 game – what counts are the nuances, and this is where *MRC* starts to stall. No matter how much you customise them, some of the cars just aren't competitive (the ultra-

skiddy Verno is probably the worst), while a worryingly short amount of practice will guarantee victory every time with others (such as Kingroader – see 'King Of The Road' boxout).

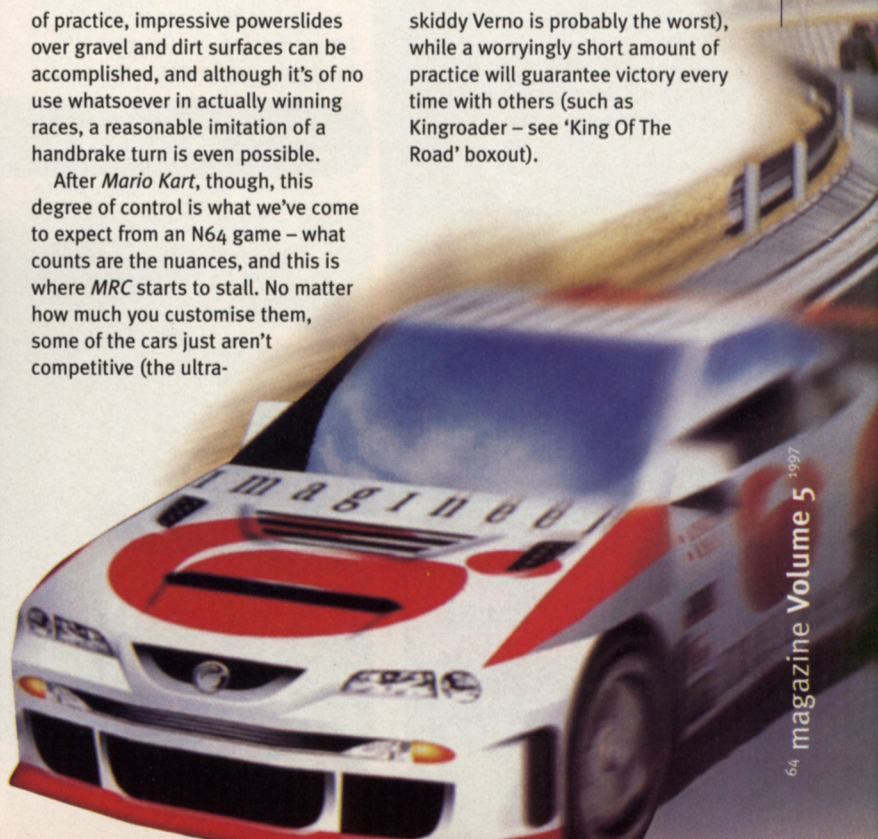


SOME MODES OF PLAY ALLOW YOU TO CLOSE PARTS OF THE TRACK TO FORCE YOU EITHER ON- OR OFF-ROAD.

There are three tracks, with mirror versions accessible once the computer-controlled racers (Hannya, a demonic git in a McLaren F1 knock-off and leather clad babe Deus in her dune buggy) have been trounced. This doesn't sound like many, but the 'multi' part of the game's title comes from the alternate routes through each course. Sticking to paved roads is the most trouble-free form of motoring, but true racers will duck



GENTLEMEN, START YOUR MAGNIFYING GLASSES! THE TWO-PLAYER MODE'S SCREENS ARE TINY COMPARED TO THE NORMAL GAME.



45

more

VERNO

SORT OF A RALLIED-UP RENAULT HATCHBACK, THE VERNO IS AGILE BUT ITS LIGHT WEIGHT RENDERS IT PRONE TO MASSIVE SKIDS OVER LOOSE SURFACES.



METEORA

FULL-ON OFF-ROADER. WE'RE NOT SURE EXACTLY WHAT REAL-WORLD CAR IT RESEMBLES, BUT IT'S NOT VERY INTERESTING ANYWAY.



DOG/V

DOG BY NAME, NOT BAD BY NATURE. THIS MINI HUMVEE IS SECOND ONLY TO KINGROADER IN THE ROUGH, BUT LAGS A BIT ON THE TARMAC.



GTV4

IT'S AN ALFA ROMEO! IT'S AN ALFA ROMEO! YOU CAN'T DENY IT, IMAGINEER - GET YOUR BRIEFS READY. AND YOU CAN'T SPELL 'HEAVY' EITHER.



VISUAL CLICHÉ #367: HOT AIR BALLOONS IN A RACING GAME.

What's also disappointing about the cars is the lack of collision damage, or even crashes. MRC is more of an arcade game than a simulation, so obviously having your car wiped out before getting round the first corner would be somewhat frustrating, but even if you plough head-on into a rock wall at full speed, the worst that happens is that you bounce back a few feet and come to a stop. Drive onto an embankment and you might reasonably expect to have your car flipped onto its roof, requiring the help of the trackside spectators to right you, but instead your wheels are sucked squarely back onto terra firma in the total opposite of buttered toast syndrome. Even the waste of good silicon that was *Cruis'n USA* flipped cars around like cards shuffled bronco-fashion, but the most MRC has to offer are feeble bunny-hops

and the occasional moment of *Dukes Of Hazard* two-wheel driving.

The opposition provided by MRC doesn't really present much of a challenge either. In championship mode, you start at the back of a field of ten cars and obviously have to fight your way to the head of the pack. Unfortunately, the race leader doesn't use any kind of skill to fight you off - the only reason he's at the front is because the programmers took the cheap option and gave him a 30 second start. Occasionally a car will weave in front of you in an attempt to block any overtaking on your part, but that should hold you up for, oh, all of two seconds. The other drivers might as well be in the slots of a Scalextric track for all the tactical nous they display.

Hannya and Deus, the two hidden Match Race drivers, show a bit more intelligence, since they actively try to



OOH, IT'S ALL DARK AND FOGGY. NOW THERE'S A SURPRISE.

obstruct you if you get too close, and nudge you into walls once you pass. Beat Hannya on all three tracks and you get to fight Deus; defeat her and the mirror tracks become available. This should take you no more than an afternoon, unfortunately - less if you use Kingroader as your car in the challenge. Once you've memorised the fastest route around each track, you can win every time, because the

King Of The Road

IT CAN BE HARD TO ACHIEVE BALANCE IN RACING GAMES; MAKING SURE THAT ONE VEHICLE IS NOT MASSIVELY BETTER THAN ALL THE OTHERS, NO MATTER THE SKILL OF THE PLAYER, IS SOMETHING THAT REQUIRES A LOT OF PLAYTESTING.

MRC TAKES THE OPPOSITE APPROACH, HOWEVER. ONE VEHICLE IS NOT ONLY SO SUPERIOR TO THE OTHERS THAT IT CAN EVEN BEAT CARS WITH A 90KPH SPEED ADVANTAGE EVERY TIME, BUT IT ALSO ACTUALLY POINTS OUT THIS SUPERIORITY WITHIN THE GAME!

THE VEHICLE? THE DECEPTIVELY ORDINARY-LOOKING KINGROADER. IT STICKS TO THE ROAD LIKE A GLUE-SNIFFING LIMPET EVEN ON THE TIGHTEST AND MOST SLIPPERY BENDS, YET ACCELERATES LIKE A SIDEWINDER MISSILE AND, DESPITE ITS SUPPOSED 195KPH TOP SPEED, CAN ALWAYS OVERTAKE THE 285KPH VOLCAN EVEN WHEN GOING UPHILL.

HOW DID WE DISCOVER THIS? WELL, THE FACT THAT WE ALWAYS WON WHEN WE USED KINGROADER WAS SOMETHING OF A GIVEAWAY. HOWEVER, THE REALLY SUBTLE HINT WAS THIS SIGN ON THE SIDE OF THE CAR...



The atom-sized screens in two-player



THINGS SPEED UP A BIT IN THE COCKPIT VIEW, BUT THE SCENERY DOESN'T GET ANY MORE INTERESTING.

enemy vehicles always follow the same course - all you need to do is block them.

SPLIT SCREAMS

The two-player mode ought to deal with these problems, as anyone capable of holding a Nintendo pad should be able to outwit the computer opponents. Hell, fungi could outwit the computer opponents. The bad news is that after getting used to the fairly expansive scenery in one-player mode, the atom-sized split screens are a nasty shock. Even with the tiny screens, reduced detail and lack of other road users, it all gets a bit herky-jerky at times. Playing against a friend can be fun for a while, but the limited number of tracks quickly pall and edgy sideways glances in the direction of *Mario Kart* distract

Multi Racing Championship

OCEAN

NAMED AFTER THE BRITISH DISTRIBUTORS OF THE GAME, THIS FORD F-SERIES KNOCK-OFF IS ONE OF THE MORE FUN VEHICLES, WITH ITS EXTRA-BOUNCY SUSPENSION.



VOLCAN

THE FIRST HIDDEN CAR, HANNYA'S SUPERCAR IS MEANT TO BE THE FASTEST THING ON FOUR WHEELS – YET IT CAN STILL BE OUTPACED BY KINGROADER. HMMM.



DEUS

DOESN'T LOOK LIKE MUCH, BUT ITS DRIVER IS A PSYCHO CHICK IN LEATHERS, WHICH ALWAYS GETS OUR VOTE. FASTER, PUSSYCAT! KILL! KILL!



somewhat from the not especially thrilling action on screen.

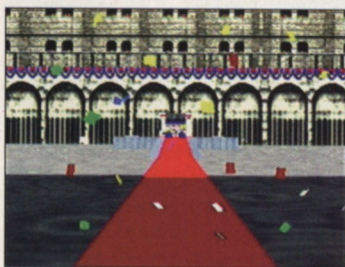
This is a major problem with *MRC* – it's just not exciting enough. The feeling of speed is closer to a trip round the ring road than a zoomph thrash through the country! The cockpit view is slightly faster than either of the two external chase views, presumably because the machine doesn't have to worry about drawing your car, but it doesn't bode too well for the other two impending rally games if this is the best the N64 can manage. The key to getting the adrenaline flowing in any racing game is speed, but *MRC* is a little bit too languid.

MRC also blows a gasket on its presentation at times. The positioning of the on-screen displays is badly thought out, whether you're viewing the car from behind or using the cockpit view – the huge lap time

challengers, as the scenery is hard enough to pick out through the gloom without having a load of irrelevant numbers slapped over it.

Some sections of track look almost real, like the run through a snow-filled gully on the mountain track, but there are other sections which are just boring stretches of grey road and brown cliff walls, looking more like the three-year old *Ridge Racer* on PlayStation than a brand-new N64 game. Cute roadside touches like leaping dolphins, the inevitable hot air balloons and what looks like a statue of Lenin occasionally perk things up, but it's hard escape the feeling of being walled in by the scenery.

The variable weather and changing lighting conditions help add spice, but not enough, and *MRC*'s representation of night driving is a joke. Unlike the PlayStation's *V-Rally*, which simulates banks of powerful



WIN ON THE MOUNTAIN STAGE AND YOU GET THE FULL RED CARPET TREATMENT.

moronic phrases three or four times a lap. "Don't give up now, go on, pass them all!" is his favourite advice – no shit, Sherlock! And here I was planning on hanging around in 10th place for the whole game. *MRC* is the same size as *Starfox* (96Mbits), with a hell of a lot less variety in the scenery and gameplay – surely a larger vocabulary than that of a retarded parrot could have been squeezed in?

Ultimately, *MRC* is an okay game, but nothing more, failing to drag itself out of the 'average' bracket in any area. Its easiness is a major kick to lasting challenge (unless endlessly making minuscule adjustments to your route in Time Trial mode for those tenth-of-a-second-savings is what turns you on), because unlike *Rage Racer* or *Sega Rally*, in only a day or so you'll have seen absolutely everything the game has to offer. And there's not much there.

MRC WAS SUPPLIED BY SKILL ACADEMY, ON (0181) 567 9174.



mode are a nasty shock...

readouts frequently obscure tight right-hand corners in the one-player mode, and when two players are battling it out against each other, the equally chunky position indicators do much the same on left-handers. This gets particularly annoying in the night races against the computer



THE LAUGHABLY-ANIMATED SPECTATORS ADD NOTHING TO THE GAME EXCEPT COMEDY VALUE.

full-beam KC Daylighters so well that you can almost see the startled rabbits becoming roadkill, *MRC* just darkens all the colours and superimposes a pathetic glow effect over your car's headlights. The effect is not unlike the way that 1960s war films put blue film over the camera lens to make us think that the glaring mid-day sun was actually moonlight, and it's about as convincing.

Sonically, *MRC* is a let-down, as the engine notes of the cars were variously described by office passers-by as sounding like "distant jetskis", "hairdryers" or "weed whackers" rather than throbbing V8s and high-performance alloy specials. There's the inevitable annoying commentator, but the lack of memory in the cart makes him even more infuriating than usual, spewing out the same few

64 THE BOTTOM LINE

Keys



Alternatives

Mario Kart 64: Nintendo (£59.99)
Reviewed: Issue 3, 94%
Cruis'n USA: Midway (import)
Reviewed: Issue 1, 31%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

67%

Summing up:

A TITLE WITH SOME POTENTIAL THAT IS CRIPPLED BY ITS DODDLESOME GAMEPLAY.

2nd opinion

I WAS ONE OF THE BLASPHEMOUS PEOPLE WHO DIDN'T LIKE *MARIO KART 64*, AND ONCE AGAIN *MRC* PROVES THAT THE N64 IS INEPT AT PRODUCING A DECENT RACING GAME. IT'S SLOW, BORING AND RESTRICTED. *RAGE RACER* ON PSX IS A HUNDRED TIMES BETTER! DAMIAN BUTT

A next-generation
UPDATE of a
CLASSIC game, or
a Tet **OFFENSIVE**?

TETRIS

Ninfo

Players



Publisher:
Developer:

Nintendo
H2O

Game Type:
Origin:

Puzzle
USA

Release Date: Out now (import)
Price: £69.99 (import)

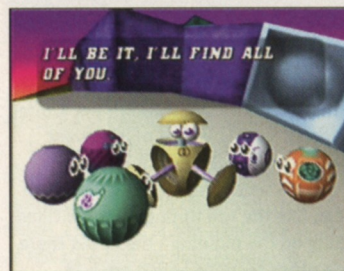
48



POOR OLD ALEXEI Pajitnov. He invents *Tetris*, one of the most playable and successful videogames of all time, and doesn't get a bean because he worked for the commie-era Soviet government which took the line that as a citizen of a repressive totalitarian dictatorship, any money he made off his own bat really belonged to the State. Bummer. By the time the Soviet Union collapsed and free enterprise hit the road, everybody and his aunt had done a similar kind of game of their own. Double bummer!

Still, at least he's now sorted out the rights to the *Tetris* name, which should net him a few bob. Although Pajitnov had nothing to do with the programming of *Tetrisphere* (which was, weirdly, originally designed under the name *Phear* – geddit? – for the Atari Jaguar), the idea of the game is basically similar to the original, except now instead of working inside a box, the playfield is the surface of a rotating sphere.

There are a number of different modes of play, but the main one is Rescue – a spherical robot is trapped in the core of the sphere, and the objective is to break a hole in the shell large enough for him to escape. To do this, you have to create linked groups of three or more blocks of the same type. If you connect them correctly,



ROBOT RONDO, WITH THE ZEROIDS FROM TERRAHAWKS.



THE FLASHING CURSOR SHOWS THAT YOU CAN DROP A PIECE SAFELY.

they disappear, but if you drop a piece in a spot where there isn't a correctly-formed group, you lose one of your three lives. It seems confusing at first, but there's a tutorial mode which explains the basics. It's well worth making use of this, as the way the game works isn't immediately obvious.

To help form groups, blocks of the same shape as the one waiting to fall can be dragged into helpful positions. The more blocks in the group, the more points are built up to help earn magic items. These can then be activated to blast large numbers of blocks off the sphere without having to group them first.

A LOAD OF SPHERES

Unusually, the D-pad is used instead of the analogue stick to rotate the sphere. This is a surprising choice, as being able to spin the sphere at a variable rate would have seemed ideal for this kind of game, where speed and precision are vital. You're playing against the clock, a timer of sorts ticking away at the side of the screen – take too long and the sphere starts moving toward the camera. If it hits, bang goes another life!

Tetrisphere's other modes of play are as follows; Hide & Seek, where specific tasks (such as destroying a tower of blocks or uncovering a

Magic Items

ROCKET

AIM AND FIRE THIS GUY FAWKES JOB ONTO THE SPHERE TO BLOW AWAY A CIRCLE OF BLOCKS.



DYNAMITE

DOES WHAT YOU MIGHT EXPECT AND BLASTS AWAY LARGE AREAS.

MAGNET

CHARGE UP THIS BABY TO SUCK BLOCKS FORCIBLY AWAY FROM THE SURFACE OF THE SPHERE.



ATOM

GRAB THE MIGHTY ATOM AND YOU CAN NUKE OUT THE ENTIRE OUTER LAYER OF THE SPHERE.



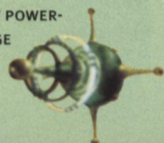
BOMB

OPEN THE BOMB BAY DOORS... TAKE AIM... BOOM! EXPLOSIVE BLOCK DESTRUCTION.



LASER

THE KING OF *TETRISPHERE* POWER-UPS, THE LASER ZAPS HUGE AREAS IN SECONDS.



BY KNOCKING BLOCKS AWAY FROM YOUR OWN SPHERE, TROUBLESOME BLACK BRICKS APPEAR ON YOUR ADVERSARY'S SCREEN.



THE ROBOT YOU HAVE TO RESCUE IS JUST VISIBLE INSIDE THE SPHERE, PEEPING OUT HOPEFULLY.

PHERE



THE LASER POWER-UP IS HARD TO OBTAIN, BUT IT CAN DEMOLISH A SPHERE IN SECONDS!



WITH ONLY ONE SLIDE AVAILABLE, USING IT ON THE WRONG BLOCK IN PUZZLE MODE CAN REALLY NARK YOU OFF!

pop-up when the holes left by destroyed blocks start to get very irregular. The cutesy little robots are a sure sign that this is a Nintendo game, but apart from popping up in the Hide & Seek game their influence is entirely cosmetic.

Tetrisphere achieves one of its goals, namely to get the adrenaline flowing. When you can see the little robot peering through a crack in the sphere, which is getting larger and larger as time runs out and you desperately try to find a matching group of blocks for the piece that's waiting to drop, things definitely get tense. The problem is that it takes a while to get to this level of panic – the early levels are deliberately easy to

give players a chance to get used to the non-intuitive method of play. Although *Tetrisphere* works well as a puzzle game, it fails to deliver the kind of instant and straightforward addiction of its Game Boy namesake. It's also frighteningly overpriced as well – you could get a Game Boy and *Tetris* for less, and the older 2-D version of the game is ultimately more playable...

TETRISPHERE WAS SUPPLIED BY THE VIDEO GAME CENTRE. GIVE BOURNEMOUTH'S FINEST IMPORT PURVEYORS A CALL ON (01202) 527314.



2nd opinion

TETRISPHERE'S PRETTY GOOD WHEN YOU GET INTO IT, AND YOU START GETTING REALLY SWEATY WHEN EVERYTHING GOES PETE TONG! IT'S QUITE HARD TO UNDERSTAND TO START WITH THOUGH, SO IT MIGHT NOT SUIT EVERYBODY. BUT IT'S WORTH SPENDING THE TIME! **LOZ COOPER**



GET READY FOR A BIG BANG! THE DYNAMITE CAN RIP HUGE HOLES IN THE SHELL OF THE SPHERE.



HE'S OUT! YAY! AND DO YOU GET A WORD OF THANKS, OR EVEN A BOX OF ROSES?

64 THE BOTTOM LINE

Keys



Alternatives

The N64 isn't exactly overloaded with puzzlers at the moment, although Compile's *Puyo Puyo Sun 64* is on the way, and there may be a version of *Puzzle Fighter* from Capcom.

Rating

Graphics



Audio



Gameplay



Lasting Challenge



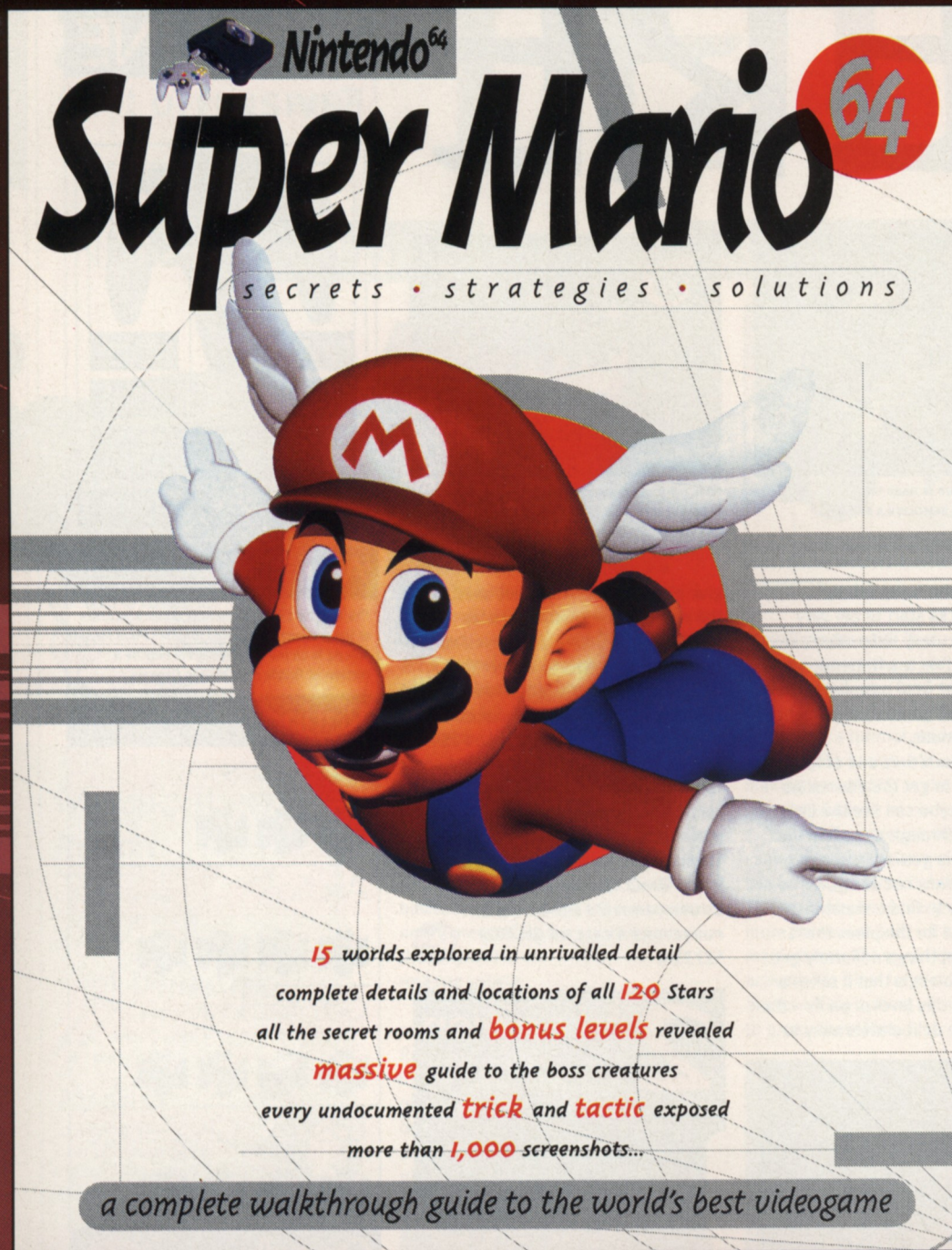
Overall

77

Summing up:

FUN ONCE YOU GET INTO IT, BUT THE INITIAL COMPLEXITY MIGHT PUT MANY PEOPLE OFF.

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LYLAT WARS

Ninfo



Publisher:
Developer:

Nintendo
Nintendo

Game Type:
First Reviewed:

Shoot-'em-up
Issue 2 (Japan)

Release Date:
Price:

October 3
£59.99

52

The quick brown Fox jumps over the EVIL monkey MANIAC!



WELL, IT'S ONLY TAKEN SIX months or so to get here, as opposed to the best part of a year that some N64 titles tend to take to circumnavigate the globe, but *Starfox 64* has finally arrived. Only it hasn't, because as everybody should now know (if they don't, the large title somewhere on this page should sort

of give the game away) *Starfox* has suffered a change of name to the less than awe-inspiring *Lylat Wars*. We don't like it. THE Games, Nintendo's UK distributors, don't like it. In fact, nobody likes it except Nintendo Japan, from whose twisted minds the new moniker sprang, but since they call the shots we're rather stuck with it. Obviously Japan doesn't have a certain brand of female sanitary products with a similar-sounding name. Cue all manner of 'amusing' 'mis-heard' title gags!

Duff titles aside, the game remains the same, which is a good job because it is one of the best titles on the N64. Plus it still comes with a

'free' (more or less) Rumble Pak, and at a remarkably reasonable price. £59.99 gets you the game and the little vibe-merchant, which when you consider that *NBA Hangtime* (also reviewed this issue in its UK incarnation) is the same price for decidedly less fun turns out to be a rather good deal.

In *Starf...* sorry, *Lylat Wars*, the evil Emperor Andross has launched a massive invasion force against the peaceful planets of the Lylat system (hence the name of the game) from his base on the toxic world of Venom. The defence forces of Corneria, home

of the Lylat government, have been overwhelmed by the attack, so as a last resort they call upon the Starfox Team to strike directly at Andross himself.

The team is made up of a quartet of cuddly talking animals (bleah) led by Fox McCloud, equipped with high-performance Arwing fighters that are launched from their mothership, the Great Fox. The Arwings are used for most of the game, although some levels require more specialised equipment. In *Thunderbirds* style, the Great Fox is also home to a tank, the Landmaster, and a submarine, the Blue Marine, which are called into play

Memory Options

MEMORY:
SAVES MEDALS
EARNED AND
HIGH SCORES
CONTROLLER PAK:
N/A



THIS WALKING STONE BOSS GUARDS THE WAY TO ANDROSS'S FORTRESS.

PAL Performance

- HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?
- BORDERS: MODERATE
- SPEED: DOWN ON NTSC, ANNOYINGLY



DOORS BLOCK YOUR PATH THROUGH SPACE JUNK. KEEP FIRING!

RS



THIS GIANT BOSS HAS GRABBED SLIPPY, WHO (AS USUAL) NEEDS RESCUING.

for ground-based or aquatic missions.

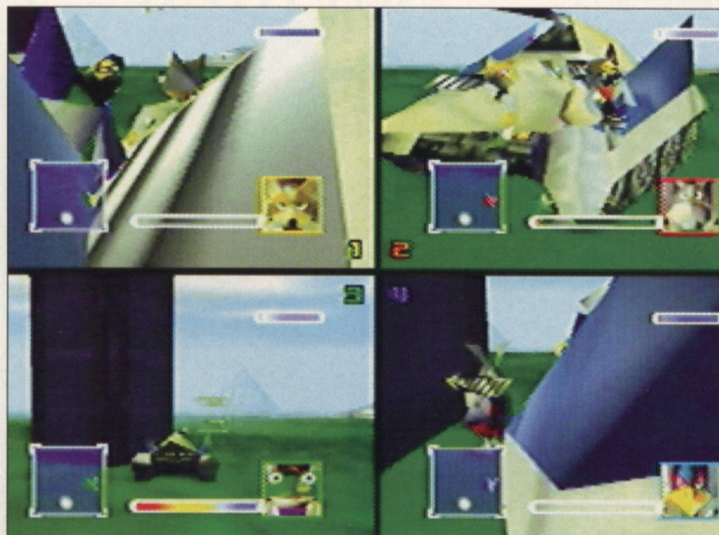
The Arwings are considerably more capable than anything Andross has to offer, which makes you wonder why Corneria didn't just equip its entire armed forces with them. As well as powerful lasers, which can be



FOX TAKES A BREAK AND FLIES THROUGH THE LATEST PRODIGY VIDEO.



WATER SKATERS POSE LITTLE THREAT, BUT CAN BE BLASTED FOR BONUS POINTS.



BEAT THE GAME ON EXPERT MODE AND YOU CAN PLAY THE DEATHMATCH GAME ON FOOT!

constantly upgraded during the course of the game by collecting power-ups, the Arwings also have homing bolts (hold down fire to charge one up, then release when you're locked onto a target) and the environmentally unfriendly Nova Bombs, which nuke out large areas and cause massive damage to almost everything in the blast radius. The Landmaster fires similar laser bolts from its gun turret, while the Blue Marine has to make do with weedy torpedoes instead of Nova Bombs.

Unlike the original Super NES game, of which *Lylat Wars* is really an updated version rather than a genuine sequel, there are no selectable easy-medium-hard routes through the game. If you want to see all the stages in the game, you have to work for it by discovering secret exits from the levels, a task made easier with the

English text and speech, as Falco often tells you what to do. Before you can take these routes, you have to destroy specific enemy craft, so skilful aiming is required.

THE BIG GIANT HEAD

Lylat Wars is living testament to the fact that the N64 is unmatched in its graphical prowess. Everything in the game looks absolutely amazing, from the Arwings themselves (and even their occupants, whose heads can be seen through the cockpit canopies from time to time) to the evil Andross, who appears at the climax of the game in the form of a giant disembodied bonce who'll chow down on your Arwing and spit it out sans wings, given half a chance. The bosses are gloriously animated and more laden with special effects than Industrial Light and Magic's output for the past

Guiding Hand

ORIGINALLY, *LYLAT WARS* WAS GOING TO BE RELEASED WITH A GLOSSY PLAYERS' GUIDE AS WELL AS THE RUMBLE PAK, MUCH AS *SUPER METROID* WAS ON THE SUPER NES. HOWEVER, TO KEEP THE PRICE DOWN, THE GUIDE WAS SCRAPPED. NOT TO WORRY, THOUGH – 64 MAGAZINE, ALWAYS HAPPY TO HELP, PROVIDES THE SAME SERVICE STARTING ON PAGE 64!



THE MOTHERSHIP IS DOWN! *LYLAT WARS* IS THE NEXT BEST THING TO A MOVIE.

decade, and even the most basic enemy drones are packed with detail.

The sound, too, is superb – something like 32Mbits of the cart's total 96 are taken up with speech, the characters in the game (both good and evil) chattering away almost constantly. *Lylat Wars* is not going to win any Oscars for acting, or even a Best Screenplay award (you can



BWARE OF MINES!



IT'S POSSIBLE TO FLY THROUGH THE TUNNEL BENEATH THIS BASE.

almost play Spot The Cliché), but the dialogue dovetails perfectly with the pulp sci-fi feeling of the whole game. Slippy's voice has gone from kawaii to well annoying in the translation from Japanese to English, though! Let the slimy little pazzler die!

As well as the main game, *Lylat Wars* has a multi-player game to keep you occupied. Normally, up to four players can take each other on in the skies above Corneria or the debris-filled starfields of the Lylat system in Arwings, complete with colour-coded lasers. However, once you've earned all the Medals in the regular game by downing a set number of enemies on each level, you can access the Expert Mode and fight it out in Landmasters instead of Arwings. For the really good flyers, there's yet another mode of transport to find – you can have all four members of the Starfox Team duking it out on foot, armed with bazookas! For once, though, the multi-player mode is actually less playable than the normal game. The useless radar doesn't help much, but there is a basic lack of tactics that can be used against other players, which limits your enjoyment a bit.



THE EVIL ANDROSS TAKES A SHOT TO THE EYE. OPTREX WON'T HELP YOU NOW, SCUMBAG!

Cue all manner of 'misheard' title gags!

PICK, PICK, PICK

Another criticism of *Lylat Wars* is the lack of any way to save your position, meaning that you have to play the whole game right from the beginning every time. Corneria might be a pleasant enough place (when it's not under siege from war machines) but it is rather boring the 50th time you fly through it! Fortunately the game does save any medals earned, so once opened, the hidden options stay unlocked.

The main problem I had with *Lylat Wars* shows me up as a veteran Nintendo player, but I think it's valid

– it's far too similar to *Starfox* on the Super NES, showing a certain amount of laziness at the design stage. The obvious graphical differences aside, many levels produce a strong sense of déjà vu, right down to the fact that some of the bosses are despatched in exactly the same way as their 16-bit forebears. If you've never played the Super NES game, though, this criticism will be irrelevant, and if you have it's entirely possible you won't care even though I do. Huh!

The long summer dry spell seems to be over at last, and though the number of games being released in the UK isn't anywhere near as high as it should be, when they're of this quality it does help take the sting away. Plus you get a free Rumble Pak into the bargain, which can't be bad. *Lylat Wars* is a very worthwhile purchase, and it can be genuinely said that it's a fox!



A BOSS POWERS UP ITS MAIN WEAPON. FOX HAS TO ROLL SHARPLY TO AVOID BEING HIT.

2nd opinion

YEAH, THIS IS THE BUSINESS! IT'S *STAR WARS* MEETS *INDEPENDENCE DAY*, AND IT'S ABSOLUTELY BRILLIANT! IT DOESN'T TAKE LONG TO FINISH ON THE EASIEST LEVELS, WHICH MIGHT BE A PROBLEM FOR SOME, BUT IF YOU WANT TO SEE THE REALLY GOOD STUFF YOU'VE GOT TO FIGHT FOR IT! THIS AND *GOLDENEYE* IN THE SAME MONTH – NINTENDO GO BALLISTIC! **LOZ COOPER**



Alternatives

Shadows Of The Empire:
Nintendo (£59.99)
Reviewed: Issue 1 (88%)

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

%

95

Summing up:
DAZZLING, AWESOME, STUNNING, YADDA YADDA YADDA. MAYBE A LITTLE EASY TO COMPLETE, THOUGH.

Feel profoundly relaxed in minutes – with the NEW MindLab Orion

Tune in and turn on to shut out everyday pressures – and unleash the natural resources of your mind – writes Chris Payne

Dazzling patterns of colour swirled in front of my closed eyes, and gyrating shapes soared across my visual field as hypnotic rhythmic tones caressed my ears.

All I'd done was put on the liteframes and headphones, pressed a few buttons on the MindLab Orion's compact console and lay back with my eyes closed.

As the patterns and sounds slowed down I felt my mind sink deeper and deeper, and it seemed as if I was rolling back through space.

Clear your mind in minutes

Ten minutes later I re-emerged – relaxed, alert and with no mind chatter. The serene state lasted for the next two hours. This was my first experience of using the remarkable MindLab Orion.

It may at first sound like a way out Spielberg creation, but the MindLab Orion is far from science fiction. This is science fact, tried and tested to help you cope with life's stresses and strains.

Using light and sound patterns matched to your own natural rhythm, the machine can induce a state of relaxation, and even aid learning.

Far from being futuristic, the MindLab Orion is based on ancient techniques blended with sophisticated technology.

In 2000BC Ptolemy noted that sunlight flickering through the spokes of a rotating wheel caused fascinating visual patterns and a feeling of euphoria.

UK research validates the technology

Then in the late 1940s a British neuroscientist, W. Gray Walter, measured the effects of an electronic strobe using an EEG, which monitors brainwave activity.

He found that rhythmic, flashing lights altered activity across the whole cortex, producing trance-like states of profound relaxation and vivid imagery.

Since then, a series of independent studies have confirmed Walter's findings. Research now suggests that machines using light and sound can dramatically reduce stress.

Change mental states easily

Benefits include deep relaxation within minutes, improved learning ability and enjoyment of music, increased alertness, enhanced ability to visualise new goals, and better sleep at night.

The user of the MindLab Orion chooses the state of consciousness that he or she wishes to obtain, and is lulled by a rainbow array of colours and rhythms into the chosen state of awareness.

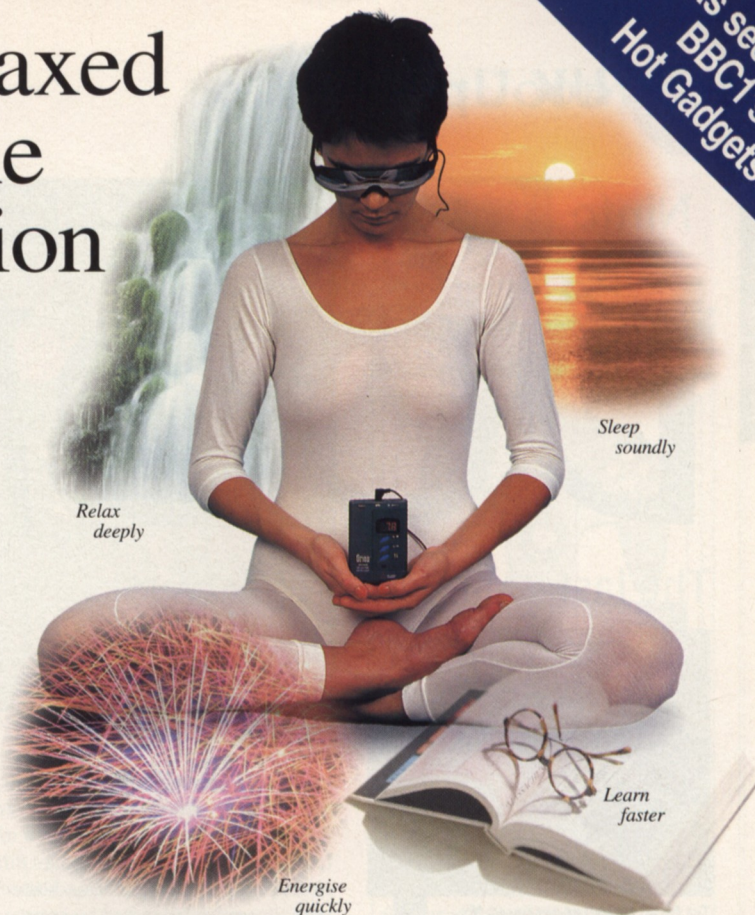
Just press a few buttons and you can choose to relax, sleep, visualise, energise or learn. Lie back, close your eyes and let the kaleidoscopic light patterns and rhythmic tones gradually shift your consciousness.

The press raved about the original MindLab

"The MindLab has received rave reviews from both the scientific community and the public... After a few minutes the dazzling spectacle winds down into a deeper state of consciousness."
– *New Scotsman*

"The systems reliably produce visual effects and relaxation... the experience resembles the closing sequences of 2001: A Space Odyssey."
– *New Scientist*

As seen on
BBC1's
Hot Gadgets!



"The MindLab produces a feeling of total inner calm where once there was chaos. The technology of tomorrow really is with us today."
– *Fit Body magazine*

"The machine really does need to be experienced to be believed."
– *Computer Life*

"The MindLab gives you hundreds of different methods, via amazing sounds, music and light displays, of achieving Nirvana."
– *London Evening Standard*

"The MindLab really works!" – *Ms London*

Here's what the testers said on Hot Gadgets!

Said tester Anuj Naylor on BBC1's *Hot Gadgets*: "I thought the MindLab Orion was a top gadget. I felt perky and alert. The first program I tried was the sleep one. I went into the deepest sleep in ages. I was so late for work the next day."

James Mayor, a medical student, commented "I feel quite relaxed. That exam: sorted!"

Find out why thousands of people in the UK and one million worldwide are using this technology – ring 01625 502602 for your FREE brochure TODAY!



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(manned 24 hours, 7 days a week)

Yes! Please send me a FREE MindLab Orion brochure

Name (Mr, Mrs, Miss etc.)

Address

Postcode

Home tel. no.

Ninfo



Publisher:
Developer:

GT Interactive
Midway

Game Type: 3-D Shoot-'em-up
First Reviewed: Issue 1 (US)

Release Date: 30 September
Price: £59.99 (TBC)

DOOM⁶⁴



MANCUBUS, n: FAT BLOKE WITH ROCKET LAUNCHERS FOR HANDS.

The last **GASP** for an old **CLASSIC** – and it goes out in style!

56



THE 64-BIT MONSTERS ARE GREAT. MY, WHAT BIG TEETH YOU'VE GHHHHAAAARGH!



THESE REPULSIVE PREDATOR-HEADED CYBORGS ARE BAD NEWS!



WHAT ELSE IS THERE TO SAY about *Doom*? id Software's 1993 first-person shooter almost single-handedly established the reputation of the PC as a games machine, and simultaneously kicked the trend of 'games' which were nothing more than hours of FMV footage linked by the occasional mouse click firmly in the nuts. Since then, *Doom* has appeared on every possible format from the Super NES to Silicon Graphics workstations, something of a testament to its playability. However, the game has always looked the same whatever machine it's been running upon. Not so with the N64 version!

DEMON HILL

Midway's upgrade of *Doom* to '64' status took the form of major graphical upgrades in all areas, from simple things like the textures on the walls and floors (which no longer

pixelate into a modern art painting of Oxo cubes when you get close) to brand-new, and really rather unpleasant (in the good way), renders of the familiar monsters. All the levels have also been completely redesigned for the N64 version – the reason for this is that *Doom 64* is very much a one-player game, so the old PC levels, which were designed to serve a dual purpose as multi-player deathmatch arenas, no longer had any reason to hang around and could be pensioned off at last. As a result, *Doom 64* is a more claustrophobic affair than any other version, with lots of tight and twisting passageways (usually with a monster lurking behind every corner) and a heavier emphasis on solving puzzles.

Luckily, there's still plenty of bloody action in *Doom 64*, despite an increase in key-hunting and moving block brainteasers. Pick your way through one of the aforementioned

labyrinths and it won't be long before it suddenly opens out into a large multi-level chamber, which is the cue for hundreds of horrible undead monsters to burst from the shadows and lay into you with teeth, claws and flesh-searing fireballs. To even things out, you have a generous array of weapons at your disposal, ranging from your humble fists to the all-conquering BFG9000, which can vaporise anything with or without a pulse in a single shot.

LET'S ROCK!

The formula for *Doom* is well established, and *Doom 64* wisely doesn't mess with it. Apart from the altered level designs and updated visuals, the only noticeable change is the addition of a single extra weapon to the arsenal, a rapid-fire laser which when fully powered-up rips through enemies like a hot knife through a baby. Despite their grotesque new

clothes, the monsters still behave in ways which will be very familiar to demon

hunters of old, so the same

tactics still work on them. The main difference is getting used to the analogue control, which at first tends to send you charging head-first into walls and skidding off ledges! One annoying thing about the controls is the way that the L and R shoulder buttons have been set up to let you sidestep in order to strafe enemies –

Enemies die screaming right in your face!



THE GORE IS STILL THERE, BUT IN *DOOM 64* IT'S EVEN MORE REPULSIVE THAN EVER!



YOU'VE GOT A CHAINSAW, THEY'VE GOT PLASMA WEAPONS. NO FAIR!

Memory Options



MEMORY:
SAVES LEVEL
AND INVENTORY
CONTROLLER PAK:
THE SAME, ONLY
MORE SO!

PAL Performance

● HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?
BORDERS: SMALL
SPEED: CLOSE TO US VERSION





SPECTRES FADE INTO VIEW AS THEY ATTACK, A SUBTLE BUT NICE EFFECT.

while you're using them, you can't reach the trigger button to shoot. Doh!

All you have to shoot with at the beginning of the game is a pokey little pistol, which can take down the zombie cannon fodder patrolling the early levels in a couple of shots but isn't much use for anything else. Luckily, it doesn't take long before some of the zombies cough up more powerful weapons like shotguns or miniguns, which makes the job of cleansing the corridors a lot easier. Even more powerful hardware is there to be discovered if you take the time to explore the levels fully and seek out hidden areas.

NICE ATMOS, RICHIE

The change in approach from earlier versions of *Doom* makes *Doom 64* a lot more atmospheric. Good use is made of the N64's lighting effects without going totally overboard on things, areas which aren't cloaked in moody shadows usually glowing with ominous red, green or blue ambient glows from machinery or pools of toxic chemicals. While the monsters



A BURNING SKY IS THE IDEAL BACKDROP FOR THIS HELLISH CREW.

aren't any more intelligent than in earlier games, the more tangled level design makes it a lot more likely that you'll come across them unexpectedly. Where you used to be able to stroll confidently around a corner and pick off monsters from a distance, now the drooling scum are practically biting your head off before you can bring your gun to bear. In a way, this actually makes things all the more enjoyable when you finally get hold of a really kick-ass gun like the plasma rifle – enemies die screaming right in your face so you can almost smell the blood!

Doom 64 really only falters because of the age of the basic game design – by the time it appeared on import, *Turok* had already updated everyone's expectations of a first-

person shooter, and now *Goldeneye* has raised the stakes yet further. Still, for undiluted mayhem *Doom 64* can still hold its own – if you have a lust for blood and don't want to solve any task more mindbending than 'pick up the key and kill the monsters', *Doom 64* could well be worth a place in your software collection! **U64**



THE CLASSIC 'SUCKING CHEST WOUND' MAKES A WELCOME APPEARANCE.

Men And Big Guns

WELL, YOU KNOW WHAT THEY SAY. THE SPACE MARINE FELLA IN *DOOM 64* MUST HAVE A VERY SMALL TODGER INDEED IF HE FEELS THE NEED TO COMPENSATE WITH THESE MONSTERS! HE PROBABLY DRIVES A VAUXHALL CALIBRA AS WELL.



PISTOL

THE WEAPON YOU START WITH. GOOD FOR PICKING OFF ZOMBIES, BUT NOT MUCH ELSE.

BACKPACK

NOT REALLY A GUN, BUT IT INCREASES THE AMOUNT OF AMMO YOU CAN CARRY – ALWAYS A BONUS!

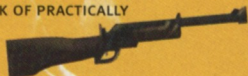
SHOTGUN

HAS THAT COOL 'KA-CHACK!' PUMP ACTION NOISE. YOU ARE RONNIE KRAY!



SUPER SHOTGUN

TWIN TUBES OF FUN, WHICH MAKE SHORT AND MESSY WORK OF PRACTICALLY ANYTHING.



CHAINGUN

MORE BARRELS THAN WATNEY'S BREWERY! THIS RAPID-FIRING GAT IS GOOD FOR PARALYSING ENEMIES WITH PAIN.



ROCKET LAUNCHER

EXCELLENT EXPLOSIVE POWER, BUT BE WARNED! USE IN CONFINED SPACES MAY INVALIDATE THE WARRANTY.



PLASMA RIFLE

SUPERHEATED FOURTH-STATE MATTER AND FLESH-RENDING MONSTERS REALLY DON'T MIX.



BFG9000

BETTER KNOWN AS THE BIG F*CKIN' GUN, THIS IS BOILING WATER AND EVERYTHING ELSE IS AN ANTS' NEST.



SUPERLASER

DOOM 64'S BONUS WEAPON; ONCE FULLY PENTAGRAMMED UP, IT UNLEASHES TRIPLE COHERENT LIGHT BEAMS OF DEATH!



Keys



Alternatives

Goldeneye: Nintendo (import)
Reviewed: Issue 5, 96%
Turok: Dinosaur Hunter: Acclaim (£69.99)
Reviewed: Issue 2 (82%)

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

81

Summing up:
DOOM CAN STILL GRAB YOU EVEN AFTER ALL THIS TIME!

Ninfo



Publisher:
Developer:

GT Interactive
Midway

Game Type:
Firs Reviewed:

Sports
Issue 2 (US)

Release Date:
Price:

Out now
£54.99

WAYNE GRET 3-D HOCKEY

58

It's **BACK** for an official review, but is it 'ice, ice **BABY**' or given the cold **SHOULDER**?



THE IMPORT VERSION OF Wayne Gretzky's 3-D Hockey scored a reasonable 84% in issue two, and having played the long awaited UK version, it's not hard to see why. If you ignore for a moment the fact that screen grabbing systems

make the cool and beautifully shaded ice rinks look like they are covered in bruises, the graphics in-game are stunningly sharp and its playability confirms the opinion that this is indeed the best ice hockey game of all time.

The presentation of the game, from the matches themselves down to the team selection screens, is slick and fuss-free, but endowed with plenty of

PAL Performance

● HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?
BORDERS: MODERATE
SPEED: CLOSE TO US



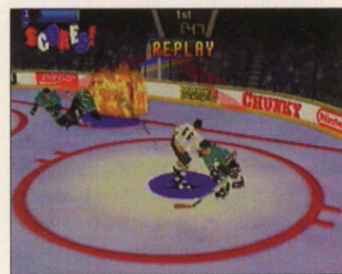
Memory Options



MEMORY:
STORES GAME
WINS AND STATS
CONTROLLER PAK:
CAN STORE
ENTIRE TEAMS
AND FULL STATS



A PLAYER LETS GO WITH A MASSIVE NET-BREAKING POWER SHOT!



"TYPICAL! I LOSE A CONTACT LENS AND THE GOAL SETS ON FIRE!"

options. There are more than enough choices on offer to let casual players rush straight into the action, while at the same time providing serious sports-heads with every conceivable rule, formation and team statistic.

3-D Hockey's biggest strength

though is the use of the analogue pad, and the way it makes skating about, turning sharply and ramming players into the sidewalls so blissfully simple. This really is the perfect control method for a game which requires constant adjustments of your direction

The four player mode is

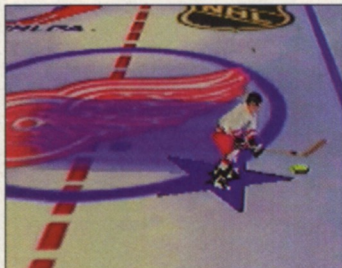


SOMEONE SCORES! NOW ENJOY THE TUNE PLAYED ON AN AIR HORN.



THE RINK MOVES REALLY SMOOTHLY THANKS TO THE N64'S POWERS.

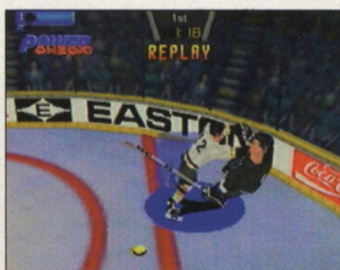
ZKGY'S



A COOL BLUE STREAK FORMS BEHIND THIS PLAYER AS HE USES A TURBO BOOST!



IT'S THE BIG GIANT HEAD FROM *THIRD ROCK FROM THE SUN*!



"DON'T EVER INSULT MY DONKEY AGAIN!"

at speed, and don't forget that waggling the stick prior to shooting is the best way to confuse the goalie and slot the puck into an open corner.

Graphically this game makes the most of the hardware, with smooth surfaces and highly detailed players, although the likes of *Goldeneye* now shows just what can be accomplished when you require realistic looking people.

WAYNE'S WHIRLED

The N64 has no trouble keeping the frame rate smooth, even with six players careening into each other, and

it means you are never frustrated by jerky progress or inept execution.

The four player mode is where *Wayne Gretzky* really goes into overdrive however – it always was a four player game, and the enjoyment of teaming up two-on-two and scoring the perfect goals

is second to none,

especially if the goal in question is scored when your player is 'hot' and the net erupts into a mass of flames to the accompaniment of the horns of a firetruck. These special goals really lift the normally repetitive nature of ice hockey, and it's just a shame that Midway, the makers of *Mortal Kombat*, couldn't include a few more.

Another fault is the inability to allow two players working as a team to enter the big tournaments and go for glory. Instead you are restricted to single matches only, and although this is more than enough to begin with, after hours of multi-play, you both strive for a trophy to work up to. Like the NTSC version, the sadly restricted replay mode still only works from a face-off, so if you dawdle after a spectacular goal, you will not be able to watch it again. Perhaps the developers should have used replay modes currently doing the rounds in football games like *ISS 64* and *FIFA 64*.

Wayne Gretzky's 3-D Hockey is without a doubt the greatest ice hockey game on any system, mainly due to the unparalleled control system and visual flair. The PAL conversion hasn't diminished the enjoyment, but you have to play it with friends to get the full effect.



Keys



Alternatives

ISS 64: Konami (£64.99)
Reviewed: Issue 3 (91%)
NBA Hangtime: GT Interactive (£54.99)
Reviewed: Issue 5 (60%)

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

82%

Summing up:
STILL THE BEST ICE HOCKEY GAME TO DATE, AND TONS OF FUN IN MULTI-PLAYER!

Where *Wayne Gretzky* really goes into overdrive

Chilly Codes

AT THE OPTIONS SCREEN, HOLD C LEFT, C UP, OR C -DOWN, THEN TAP THE R BUTTON TO BRING UP A 16-DIGIT BINARY NUMBER ALONG THE BOTTOM OF THE SCREEN. NOW, BY PRESSING DIFFERENT BUTTONS, SOME OF THE ZEROES CAN BE CHANGED TO A ONE FOR VARIOUS EFFECTS IN THE GAME. NOTE THAT SOME CODES CAN BE COMBINED. TO CANCEL ANY, SIMPLY RE-ENTER THE RELEVANT BUTTON SEQUENCE.

BIG HEADS
10000000000000000000
Hold C Down and press R

BIGGER HEADS
01000000000000000000
Hold C Down and press R x2

SMALL HEADS
11000000000000000000
Hold C Left and press R x3

SMALL PLAYERS & ANNOUNCER
00100000000000000000
Hold C Left and press R

LARGE PLAYERS & ANNOUNCER
00010000000000000000
Hold C Left and press R x2

SQUASHED PLAYERS
00001000000000000000
Hold C Up and press R

TALL PLAYERS
00000100000000000000
Hold C Up and press R x2

MYSTERY EFFECT
00000010000000000000
Hold L and press C Left x9



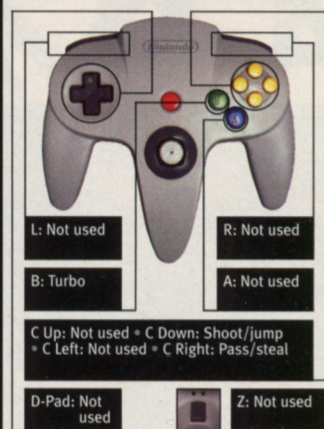
ARG, THE FAMOUS PIG-HEADED BASKETBALL PLAYER, LIVES AGAIN!



THE HOOP BURSTS INTO FLAMES IN A NOT VERY THRILLING WAY.



THE HORRIBLE GENETIC LAB THAT LETS YOU CREATE BASKETBALLING FREAKS.



Alternatives

No other basketball games around. How about a nice game of footy instead? *ISS 64: Konami (£64.99)*
Reviewed: Issue 3 (91%)

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

60%

Summing up:
WHEN THE BEST THING ABOUT A GAME IS BEING ABLE TO PLAY AS A PIG, YOU KNOW YOU'RE IN TROUBLE!

60

NBA HANGTIME

"He's on FIRE!" No I'm NOT, but this GAME should be!

Ninfo		Players	Cartridge	64 M-	Memory	YES
Publisher:	GT Interactive	Game Type:	Sports	Release Date:	Out now	
Developer:	Midway	Origin:	USA	Price:	£TBA	

Horse. Dead. Flogged. Ever since *NBA Jam* appeared on the Super NES there has been a constant stream of updates and clones. *NBA Hangtime* is the first on the N64, though it probably won't be the last. The game is a two-on-two basketball game with the emphasis on outlandish moves rather than realism. Although real NBA players are included, like Mr Bad Hair Life, Dennis Rodman, there is also an option to create your own players.

There's a frisson of comedy value when you realise that you can create a player with the head of a pig and a body nearly as wide as it is high, but it doesn't last long.

Although *NBA Hangtime* can support up to four-players, there isn't anywhere near the same amount of playability as you get with *ISS 64* or *Goldeneye*, because the basic game isn't very good. The players all scuttle around like cockroaches, and the very basic three-button control system doesn't really allow for any kind of tactical play at all.

GIVING BAD HEAD

It's probably a condition of the NBA licence that every player's head is recognisable, but because the bodies aren't all that big they're already well out of proportion even without the 'big head' cheat switched on! The players' heads don't seem to be attached to their bodies very well either. As they scurry around the court in just eight directions (no analogue stick trickery here), the only thing that distracts you from the dodgy animation is the fact that their skulls seem about to rip away from their necks if they make any sudden moves. Sadly, this never happens.



HIDEOUSLY MALFORMED PLAYERS SCURRY ACROSS THE COURT, HEADS LOLLING.

NBA Hangtime is devoid of gameplay, because it's so simplistic that it doesn't even work as a pick-up-and-play bit of fun. Just having three buttons (pass, shoot and turbo) might have worked on an arcade machine if you're only going to chuck in 20p or so, but for 60 quid you expect something more involving. The whole game feels like a hastily knocked-up Super NES conversion, and you'd have to be a total basketball freak to think about buying it.



"He's on FIRE!" "FROM DOWNTOWN!" "Kill that COMMENTATOR!"

Memory Options

MEMORY:
NONE
CONTROLLER PAK:
SAVES CUSTOM
PLAYERS AND
STATISTICS

PAL Performance

● HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?
BORDERS: MODERATE
SPEED: SLIGHTLY DOWN

Ninjo

Players

64 M

YES

Publisher: GT Interactive

Game Type: 3-D Hack'em-up

Release Date: 30 September

Developer: id/Software Creations

First Reviewed: Issue 4 (US)

Price: ETBA

HEXEN

DOOM in a DUNGEON? That's where this game **BELONGS!**

WELL, WADDYA KNOW? AN N64 game that's actually coming out in the UK within an eon of its initial release on import! Unfortunately, you can't help wishing that this particular game had been delayed in transit indefinitely, because it's *Hexen*.

We reviewed *Hexen* last issue, and our opinion of it hasn't changed. No, that's a lie. Our opinion *has* changed... for the worse, because in the meantime *Goldeneye* has come along to show just how a four-player shoot-'em-up *should* be done. Rare's game makes *Hexen* look even more pathetic and risible than it did already.

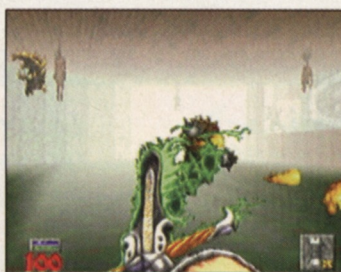
Hexen is basically a swords-and-sorcery version of *Doom*, with magic wands instead of rocket launchers, which is a point against it from the off. The main differences between *Doom* and *Hexen*, leaving aside the obvious fact that the former is ten times more fun to play, is that *Hexen* has a choice of three characters (a burly fighter, a caped cleric and a sinister yet rather camp mage), who have the ability to

look up and down and jump over gaps. The last two might sound rather basic, but *Doom* never managed to include them...

HEX MANIACS

However, such cosmetic fripperies can't save *Hexen*. The game looks atrocious, most of the time being way too dim and murky to see what's going on, and is populated by some of the most boring, unimaginative and stupid-looking monsters this side of *Lost In Space*. Even the straightforward simplicity of *Doom*'s gameplay has been compromised by annoying level design, which requires you to go back and forth over the same bits over and over again. This 'hub' feature is supposedly a major selling point. Yeah, maybe on Planet Barmey!

The multi-player mode is another massive disappointment; each screen is tiny, which is pretty much par for the course, but the resolution of the



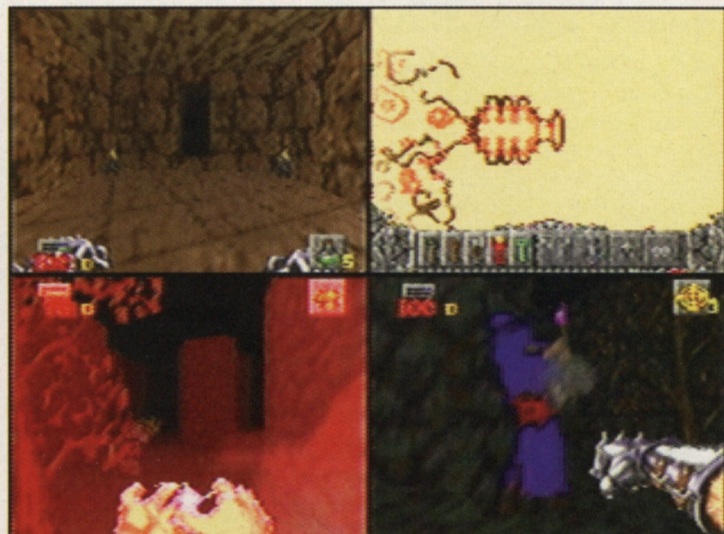
THIS FLAMING SWORD IS THE FIGHTER'S MOST POWERFUL WEAPON, BUT ITS MAGICAL ENERGY RUNS OUT AFTER A FEW SWINGS.



THESE RAIDERS OF THE LOST ARK SPIRITS MAKE SHORT WORK OF EVEN TOUGH MONSTERS.

graphics has been lowered still further (which, considering how bad the regular one-player levels look, is quite a feat) so that each player's window is a dark, blurred and jerky mess of ill-defined blobs. Is that another player? Is it a monster? Is it a wall? It's hard to tell, and after a few minutes of play it's hard to care either.

With a PAL release of *Goldeneye* not far distant, you'd have to be insane (or have a genuine hatred of James Bond) to buy *Hexen* rather than waiting a little longer for an infinitely better game.



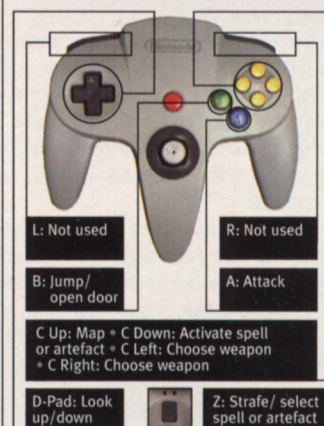
PLAYER ONE IS LOST. PLAYER TWO IS ALSO LOST, BUT AT LEAST HAS A MAP. PLAYER THREE HAS BLOOD IN HIS EYES. PLAYER FOUR IS PUTTING IT THERE.

64

UK UPDATE

magazine

Keys



Alternatives

Doom 64: GT Interactive (import)
Reviewed: Issue 1, 81%
Goldeneye 007, Nintendo (import)
Reviewed: Issue 5, 96%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

48%

Summing up:
AS MUCH FUN AS BEING LOCKED IN AN IRON MAIDEN!

PAL Performance

How does the UK version compare in terms of speed to the import cart?

Borders: Small

Speed: Little different from the sluggish US game.

Memory Options

MEMORY: NONE

CONTROLLER PAK: USES AN OBSCURE 90 PAGES JUST TO SAVE YOUR POSITION!

64 CHEAT + CENTRAL

magazine

IT'S ANOTHER SLIM MONTH HERE AT CHEAT CENTRAL, BUT WHAT CAN WE DO? IF THERE AIN'T NO CHEATS THERE AIN'T NO CHEATS, NO MATTER HOW MANY PEOPLE WRITE IN AND MOAN "WE WANT MORE CHEATS!" WE ONLY REVIEW THE GAMES, WE DON'T PROGRAM 'EM!

STILL, TO MAKE UP FOR THAT WE'VE GOT A COMPLETE PLAYERS' GUIDE TO *LYLAT WARS* (AKA *STARFOX 64*), JUST IN TIME FOR THE GAME'S RELEASE AT THE BEGINNING OF OCTOBER. EVERYTHING YOU NEED TO KNOW ABOUT NINTENDO'S TOP SHOOT-'EM-UP CAN BE FOUND IN THE 16 PAGES STARTING OVERLEAF!

IN THE MEANTIME, HERE IS THE LATEST BATCH OF CODES AND PUSH-BUTTON TRICKERY TO HIT THE N64. HAVE FUN, BUT REMEMBER - CHEATS ONLY PROSPER IN VIDEOGAMES! (AND POLITICS.)

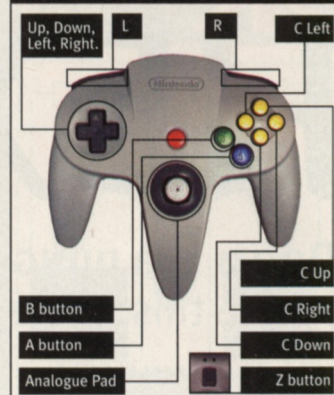
PS: LAST MONTH'S *SHADOWS OF THE EMPIRE* CHEATS ONLY WORK ON MEDIUM DIFFICULTY LEVEL. OOPS!

64 LYLAT WARS

Only one guide this month, but it's a biggie - the complete solution to *Lylat Wars*!



Pad at a glance



TETRISPHERE

IT'S NOT BEEN OUT FIVE MINUTES, AND ALREADY WE HAVE SOME CHEATS FOR NINTENDO'S NEW PUZZLER! GO TO THE 'NEW NAME' OPTION, AND PRESS L, C RIGHT AND C DOWN TO BRING UP SOME WEIRD CHARACTERS. THEN ENTER THE FOLLOWING NAMES FOR EXTRA SPHERICAL ACTION!

LINES GAME

ENTER THE NAME **LINES** TO PLAY THE LINES GAME. YOU HAVE TO DRAG THE BLOCKS INTO ROWS AND COLUMNS, RATHER THAN STACKING THEM, TO MAKE THEM DISAPPEAR.

ACCESS ALL LEVELS

TO PLAY THE LEVEL OF YOUR CHOOSING WITHOUT HAVING TO SPIN THROUGH THE WHOLE GAME, ENTER THE **♣ Saturn ♣** **♣ Spaceship ♣** **♣ Rocket ♣** **♣ Heart ♣** **♣ Skull ♣** CHARACTERS. YOU WILL NOW FIND A LEVEL SELECT WHEN YOU OPEN A PREVIOUSLY SAVED GAME.

NEW MUSIC

ENTER **G♣ Alien Head ♣ MEBOY** TO GET SOME GAME BOY-STYLE NEW TUNES.

VIEW CREDITS

WORK YOURSELF INTO A FEVER PITCH OF EXCITEMENT ENTERING THE NAME **CREDITS** TO, SHOCKINGLY, VIEW THE CREDITS!



NBA HANGTIME

DUPLICATE PLAYERS

IF YOU'VE BOUGHT THIS ANNOYING BASKETBALL GAME, YOU MIGHT DECIDE THAT YOUR DAY WOULD BE MADE IF YOU COULD HAVE TWO DENNIS RODMANS (RODMEN?) ON YOUR TEAM. NOW YOU CAN. ENTER ANY OF THE FOLLOWING CODES AS YOUR NAME AND USE THE PIN **0000** TO ACCESS THEM.

Ahrdwy (Penny Hardaway)
Cliffr (Cliff Robinson)
Davidr (David Robinson)
Dream (Hakeem Olajuwon)
Elliot (Sean Elliot)
Ewing (Patrick Ewing)
Glennr (Glenn Robinson)
Ghill (Grant Hill)
Hgrant (Horace Grant)

Johnsn (Larry Johnson)
Kemp (Shawn Kemp)
Kidd (Jason Kidd)
Malone (Karl Malone)
Miller (Reggie Miller)
Motumb (Dikembe Mutumbo)
Mourng (Alonso Mourning)
Mursan (Gheorge Muresan)
Pippen (Scottie Pippen)
Rodman (Dennis Rodman)
Rice (Glen Rice)
Smits (Rik Smits)
Stackh (Jerry Stackhouse)
Starks (John Starks)
Webb (Spud Webb)
Webber (Chris Webber)



RIDICULOUS HAIR

If you've selected Dennis Rodman, you can keep pressing the Pass button to change the colour of his hair. Exciting stuff.

MULTI RACING CHAMPIONSHIP

GUARANTEED VICTORY

If you want to win every time, choose Kingroader (the yellow Jeep-type vehicle) and adjust the aerodynamics so that the maximum speed is 205kph. Assuming you aren't

completely incompetent at driving, you'll hardly ever skid (even on snow), allowing you to outpace even cars which should be much faster.

Doing this, you'll be able to unlock the hidden cars and mirror tracks even faster than you would otherwise, not that it should take more than a day anyway...

HIDDEN ROUTE

The Downtown track has a hidden route, which can massively reduce your time and is a lot easier than the normal track. At the top of the hill that leads to the waterfall, there is a tree just before some fences. Drive through the tree (don't worry, it won't hurt!) and you'll be on easy street!



KEEP ROAD RAGE OFF THE STREETS



MARIO KART
64



GUIDE



MEMORY PACK



4 PLAYER

NINTENDO⁶⁴



Get into it.

STRAP YOURSELF IN FOR THE MOST COMPETITIVE, ADDICTIVE,
WIDE OPEN RACING ACTION EVER. MARIO KART 64 RIDES OUR
STREETS OF ROAD RAGE, ONCE AND FOR ALL.

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Playing Guide

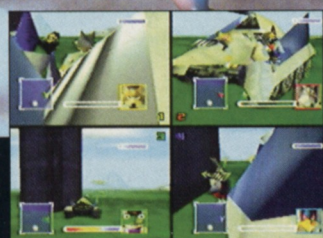
Written by Stuart Wynne

Nintendo's **AWESOME** shoot-'em-up is **HERE** at last! It might have suffered a **DUFF** title change, but the game is as **GREAT** as ever – and here's our **COMPLETE** guide!

LYLAT WARS

STARFOX 64

64



MEDAL SECRETS

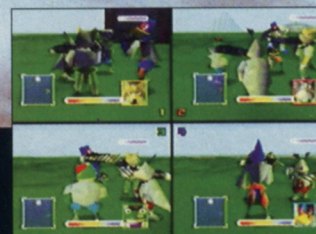
Each of *Lylat Wars*'s main levels has a medal to reward the best players. To win a medal, you must achieve a certain number of hits (see Mission Guides) and also make sure all your wingmen survive to the end of the level. If you achieve this, a medal graphic will appear at the end of the level. This is

permanently saved for that level, so you can get other medals whenever you like. Once all the medals have been earned when you finish the game, you'll be able to select Expert Mode from the top option. There'll also be a new sound check mode to select and if you try Versus mode you'll find there's a new option to choose the Landmaster tank instead of an Arwing. Although slower than an Arwing, the Landmaster is 'stealthy' and won't show up on the radar screen.

EXPERT MODE

Once you've earned this option by collecting all the medals, you'll find the real challenge has only just begun.

If you select it, you'll find you play Fox's father (wearing cool shades) and the game is substantially tougher. Firstly, there are a lot more enemies making for a much more intense experience. Secondly, the Arwing is much more vulnerable and minor collisions (which used to merely drain energy) will now rip a wing off. Thirdly, not only is losing a wing (and all your laser power-ups) a lot easier, the penalty is more severe with the Arwing becoming a lot more difficult to control. On the positive side, Expert Mode makes racking up the hits a little easier. Also, if you win a medal on Venom 2 in Expert Mode you're rewarded a special reward screen ('Great!') and with a cool new option in Versus Mode: you can now choose to control the Star Fox team themselves, who run around with bazookas for top fun! Right Shift makes them run, Left Shift produces a jump while the other buttons work as normal, although there doesn't seem to be a Homing Bolt option.



Corneria

MISSION VEHICLE: Arwing

MEDAL SCORE: 150+

MISSION DESCRIPTION: Fox's home planet has been occupied by Andross's invasion fleet, tanks and giant robots roam the capital city's streets and fighters have established total air superiority.

SPECIAL EXIT OBJECTIVE: Save Falco from three enemy fighters (use a Homing Bolt to take them all out), then fly under all the stone arches in the river. Falco will then automatically lead Fox through a waterfall to Boss 2.

MISSION GUIDE: The level begins over water with three fighters attacking from directly ahead. Next, two fighters will zoom in from behind. In both cases, try to use Homing Bolts to take out at two fighters at a time.

You'll now see three fighters coming from the left and two from the right. Get a Homing Lock on the left fighters and fire just as the aircraft come together – this should take out all the fighters together for a +4 bonus. In any case, wipe out this entire formation to earn a Weapons Power-Up.

At the same time as you're taking out this formation, a fighter will fly across the screen in pursuit of Slippy. It's impossible to take out the aircraft on its first pass, but as soon as it reappears on Slippy's tail, take it out immediately.

You'll now be flying into a narrow canyon and a stream of ships will fly overhead. Try not to take them out



individually, but wait for two ships to close up allowing for a double hit.

Similarly, take out all four ships at the end of the canyon as they group together. There's a Gold Power-Up under the bridge directly ahead, with a Nova Bomb behind doors on the left. Try to keep braking as much as possible, maximising the time you have to collect Power-Ups and destroy enemies.

As you proceed forward, bear right and you'll see a red robot trundling from left to right. Its objective is to push over a tower, blocking easy access to the second Weapons Power-Up just under the bridge. Blasting the robot not only helps with collecting the Power-Up, but destroying any red robot awards a vital +5 bonus. There's also a second Gold Power-Up under the next bridge section.

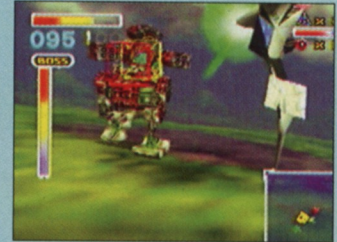
Watch out for a second red robot who'll push a building at you. Brake hard as the building falls and blast the robot for another +5 bonus.

A third Gold Power-Up is just behind the doors ahead. Just past this there are a pair of red robots pushing down buildings. Brake hard, take out the left using a Homing Bolt, blast through the doors and use a Homing Bolt on the procession of tanks while braking and angling toward the right

BOSS 1 DESCRIPTION: A STEAM-POWERED, SLOW-MOVING ROBOT PROVIDES A GENTLE INTRODUCTION TO THE GAME'S FIRST FREE RANGE 3D SECTION.

BOSS 1 GUIDE: THE BOSS MOVES IN SLOW CIRCLES WHILE FIRING OFF HOMING MISSILES; THESE CAN CAUSE SERIOUS DAMAGE TO FOX'S WINGMEN IF THE BATTLE GOES ON TOO LONG. HITTING THE BOSS WILL OFTEN CAUSE NOVA BOMBS OR ENERGY RINGS TO APPEAR BETWEEN ITS LEGS. THE BOSS TAKES DAMAGE FROM ANY HIT, BUT IS PARTICULARLY VULNERABLE TO HITS ON ITS REAR GREEN BOX. EITHER CIRCLE AROUND AND ATTACK IT DIRECTLY, OR SHOOT OFF A LEG AND THEN FINISH IT OFF AT YOUR LEISURE.

BOSS 1 REWARD: +10 POINTS



robot – destroy it with lasers.

Fly under the bridge to make a Nova Bomb appear just before the Checkpoint Circle.

Falco will now fly across the screen, followed by three ships. They cross the screen three times and, to access the second exit route, you must destroy all three ships before they down Falco.

You'll now come to a building with neon lights wishing you good luck. Go left for a Nova Bomb, right for a Weapons Power-Up. Use a Homing Bolt on the gun turrets, then be prepared for a pair of red robots throwing girders at you. Brake hard and take them both out, then use another Homing Bolt to take out the central gun turret with its two partners.

Fly under all the arches in the river to trigger the second exit route. You'll also earn bonus energy, a Nova Bomb and another Gold Power-Up. Brake to take out the water skimmers too (+3 bonus hits).

If you've rescued Falco and flown under the arches, Falco will now lead you through a waterfall – this is totally



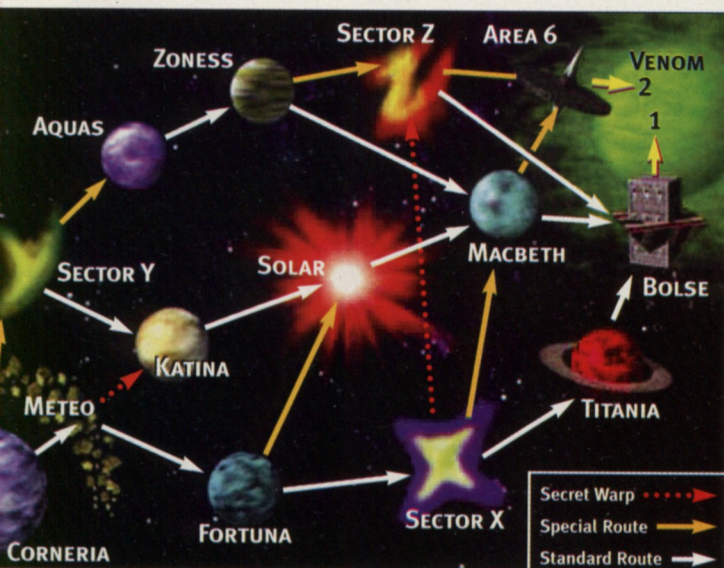
automatic so if it doesn't happen you've failed to do something right. After emerging from the waterfall, watch out for bird-like creatures dropping flame bombs, followed by green missiles flying out of the ground. If you take out all the ships just before the boss then a weapons power-up will appear.

If you don't make follow the waterfall route, you'll face a few gun turrets and fighters before the level opens up into the first Free Range 3D section with Boss 1 at its centre.

BOSS 2 DESCRIPTION: THE ORIGINAL LEVEL ONE BOSS FROM SUPER NES STARFOX RETURNS – A CENTRAL COMMAND POD FLANKED BY ONE MISSILE POD ON THE LEFT AND A PAIR ON ITS RIGHT SIDE.

BOSS 2 GUIDE: BEGIN BY HAMMERING THE RIGHT MISSILE POD. AS IT STARTS TO CLOSE, TARGET THE LEFT TWO MISSILE PODS, THEN MOVE BACK TO THE RIGHT. ONCE ALL THE PODS HAVE BEEN BLASTED OFF, THE BOSS WILL CIRCLE AROUND UNDER A PALL OF SMOKE. WHEN ITS TURN IS COMPLETE A FEARSOME FLAME WEAPON WILL BE DEPLOYED, SO RAPID-FIRE AT THE MAIN BODY TO POLISH IT OFF.

BOSS 2 REWARD: 10 POINTS



T⁶⁴ Playing Guide

Written by Stuart Wynne

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Meteo

MEDAL SCORE: 200

MISSION VEHICLE: Arwing

MISSION DESCRIPTION: A dense asteroid field is all that remains of Lylat's fifth planet, now a useful defensive barrier for Corneria. Andross's minions are busy clearing a path for his battleships – which could bring about Corneria's surrender in hours. A huge Planetoid Crusher leads the enemy fleet and taking it out is Fox's principal objective.

SPECIAL KATINA EXIT: Fly through five blue energy circles just after the Checkpoint.

MISSION GUIDE: You begin in an asteroid storm; blast as many as possible for maximum points. Fly through three asteroid circles – the last with a large irregular asteroid in its centre – to make a Weapons Power-Up appear in the fourth. You'll now see a swarm of flower-type aliens emerge and swarm about, so take out as many as possible with Homing Bolts – you can take out one alien with a Homing Bolt even as it hides behind the asteroids just prior to the attack.

Next there's a long asteroid with a hole through its centre. At the end of the asteroid there are three power-ups in a line – Nova Bomb, Gold Power-Up, Silver Power-Up. Brake to collect two or even three, or try a loop the loop.

Four asteroids are grouped together on the right. Fly through the centre to make a power-up appear by a huge asteroid up ahead. Your wingmen will advise when to brake and when to accelerate while navigating through the middle of all these huge asteroids and you should



easily collect a Nova Bomb. React to a Comms Signal to trigger a Power-Up drop-off. Three enemies will now fly overhead – take them all out for a Silver Power-Up. There'll be a slight pause, then Peppy will fly on screen pursued by a swarm of aliens – use Homing Bolts to take them out.

Three formations of aliens then appear in turn; wipe them out to collect a Gold Power-Up, Nova Bomb and Weapons Power-Up.

Now there's another cylindrical asteroid. Take the enemies as they swirl about (try to take out the gun turrets as well) then fly through the energy lines. You'll now see an insect-type creature which flutters about unleashing lethal energy balls. Homing Bolts won't lock on, so be quick and precise with the lasers, earning a Gold Power-Up.

Slippy now arrives with four aliens on his tail, just as the Checkpoint Circle appears. Since the aliens are chasing him, their vulnerable rear areas make them relatively easy prey.

A five-ship formation will now appear – take out the central one with an energy bolt to make Silver Power-Ups appear. Next, Falco will fly on and blast an asteroid revealing a Gold Power-Up.



Now it gets interesting! You'll see blue circles placed among swarms of aliens. When you fly through the first one, the Arwing will accelerate and begin to stream psychedelic patterns. Each time you fly through another circle, the Arwing picks up more speed and the weirder things get. If you miss one circle, subsequent circles disappear and the Arwing goes back to normal. Fly through them all and the Arwing is warped to a bonus stage which leads to Katina. Achieving this isn't easy; the key is to make good use of the brakes and to bank hard left/right toward the next circle as soon as you exit the current one. You should also use Nova Bombs to clear any aliens away, usually about the third circle, which also causes some useful slowdown.

METEO BONUS AREA

ALTHOUGH PRETTY, THE BONUS AREA IS ALSO VERY IMPORTANT. FIRSTLY, ALL THE KILLS YOU ACHIEVE HERE COUNT TOWARD A MEDAL-WINNING SCORE FOR METEO. SECONDLY, IT'S THE PERFECT PLACE TO GET YOUR ARWING UP TO MAXIMUM STRENGTH. HOWEVER, IF YOU DIE HERE YOU WON'T REAPPEAR IN THE BONUS LEVEL BUT BACK IN METEO.



There are, in fact, lots of aliens here and plenty of points to pick up. If you don't want to visit the Bonus Area, good shooting here will be crucial in achieving a Medal-winning score. Particularly effective is using Homing Bolts on the circular alien formations for lots of bonus points. After this section, there's another asteroid field with snake aliens, normal asteroids and pop-apart fake asteroids with vulnerable orange centres.

BOSS DESCRIPTION: A LARGE DISC-SHAPED SHIELD ROTATES BETWEEN A PAIR OF BEAUTIFULLY ANIMATED ENGINES, BUT THERE'S MORE TO THIS BOSS THAN FIRST MEETS THE EYE.

BOSS GUIDE: GET IN CLOSE AND MOVE AROUND FOLLOWING THE NOTCH IN THE SHIELD – SHOOT THROUGH THE NOTCH TO TAKE OUT THE FOUR VULNERABLE YELLOW SEGMENTS. BY KEEPING CLOSE TO THE NOTCH, YOU'LL AVOID THE GREEN ENERGY RAYS BUT BEWARE – WHEN ALL FOUR YELLOW SEGMENTS ARE DESTROYED, THE SHIELD IS BLOWN OFF AND CAN CAUSE SERIOUS DAMAGE IF YOU DON'T AVOID IT.

THE BOSS WILL NOW FIRE A LIGHTNING WEAPON. ROLL TO AVOID IT, THEN ATTACK THE FINAL YELLOW SEGMENT WHICH APPEARS AT THE BOSS'S CENTRE. WHEN YOU GET THE BOSS DOWN TO 50% ENERGY, THE SEGMENT WILL BLOW-UP AND THE BOSS MAY APPEAR DEFEATED... UNTIL IT TURNS AROUND. SPIKES ON THE LEFT AND RIGHT IMMEDIATELY BEGIN CHARGING UP POWERFUL PURPLE ENERGY RAYS. ATTACK THE CENTRAL TWO YELLOW SEGMENTS, THEN BANK AWAY AS THE ENERGY RAYS ARE UNLEASHED.



GUIDE YOUR ARWING BETWEEN A LOAD OF BALLS.





FLY UNDER THE BASE TO SHAKE WOLF SQUADRON PURSUERS OFF YOUR TAIL!

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Fortuna

MEDAL SCORE: 50

MISSION VEHICLE: Arwing

MISSION DESCRIPTION: Scientists are working to terraform this icy wasteland, but Andross has rudely interrupted their work and seized control of the science lab. If Fox doesn't repel the enemy forces, a self-destruct mechanism will be activated. Initially it seems an easy mission, but Fox's old nemesis, the Star Wolf team, may be in the area...

SPECIAL SOLAR EXIT: Wipe out Star Wolf squadron before the Lab self destructs.

MISSION GUIDE: The mission starts with the Arwings dropping down on



an icy planet with the science lab busily launching enemy fighters. Circle around the lab, patiently using Homing Bolts to take them out while paying attention to your wingmen – Slippy frequently pleads for you to rescue him. There are gun turrets among the surrounding hills, which are useful for obtaining energy.

If you're going for a Medal, hustle to get at least 10 kills before the Star Wolf team make their dramatic entrance. They'll head for the centre of the stage, then split up to take on you and your team-mates individually. Homing Bolts and Nova Bombs have no effect, so you'll have to rely on lasers and learn to aim ahead of the enemy's flightpath. These guys are significantly smarter than the usual drones and hard braking while banking left/right isn't as effective. Loop the loops are the best way to lose an enemy. You'll notice that when hit Star Wolf members will also pull loops and being able to loop in pursuit can be useful. Ambitious pilots can try

losing pursuers by flying through the building's central corridor!

The most lethal tactic is to track an enemy as it pursues a wing man. You should be easily take out Star Wolf members this way – but be careful you don't lose any wingmen if you want a Medal! Be ready for a Comms Signal during the dogfight which can provide a vital energy power-up.

Each Star Wolf member is worth a bonus 10 points, so make sure you get them all, although it's admittedly rare for one of your wingmen to get a kill anyway.

After a while, a counter will appear on screen giving you 60 seconds to wipe out the Star Wolf team. If you fail, the building will start to self-destruct and everyone will try to get clear. Succeed and Fox will enter the building to disarm the bomb, earning an exit route to Solar.

NB: Besides saving the Lab from destruction and potentially earning a Gold Medal, killing the Star Wolf team here means you won't have to face them on Venom 1 (although they will still appear, patched up and angry, on Venom 2).



Sector X

MEDAL SCORE: 150

MISSION VEHICLE: Arwing

MISSION DESCRIPTION: The construction yard in space was one of the toughest levels in the original game, but this time around it's not quite so formidable. Analysts claim Andross is building a space station in this X-shaped cloud of space dust, but it's not going well and opinion is divided about whether there's been an accident or it's a *Return Of The Jedi*-style trap.

SPECIAL SECTION Z EXIT: Blast open four grey doors on left route after Checkpoint, and fly through them to be warped into Bonus Area 2.

SPECIAL TITANIA EXIT: Taking too long killing off HVC-09 will force you into a rescue mission to this exceptionally hostile planet.

MISSION GUIDE: It kicks off with a huge swarm of relatively harmless fighters – principally a point-scoring opportunity. This is followed by two



horizontal platforms, swarming with enemies, then a floating tunnel, the mouth of which is filled with what appear to be stationary ships but are, in fact, mines. Take out one at a distance to begin a chain reaction,

otherwise try to sneak around the edges. At the end of the tunnel, guarded by four gun installations, there are three hat-type alien ships. Shoot them all to earn a vital Weapons Power-Up. Fly through the narrow gap into whirling junk with hat creatures and flower-type aliens – shoot these for power-ups. You'll now come to the Checkpoint, beyond which a solid wall forms. Brake hard and wait for a door to fly open, a fist poking through after it. Nip through and use a Homing Bolt to save Peppy from pursuing aliens.

An alien on the right has a Gold Power-Up. More importantly, you'll come to a junction forced by a central wall. Three hat creatures should be destroyed for a Weapons Power-Up, although you'll need to brake to get it.

Bear left if you want the Section Z Exit, but you'll need Blue Lasers to be in with a chance. Having turned left, head into the main area and be prepared to bank on one side to nip between sliding wall sections. Judicious braking is also vital. After clearing this section you can pick-up a Nova Bomb, and a second via a Comms Drop. Don't worry about that one, but concentrate on the rectangular door ahead; it's a rectangular, ridged block with arrow shapes bracketing it. As it takes hits, the colours shifts from grey to red. Hammer it with Blue Lasers –



and maybe a Nova Bomb if desperate – to open it up so you can fly through. There are two more doors, the last with a tempting Gold Power-Up off to the left. If you succeed in opening them all Fox is warped off to the second bonus area which leads to Section Z.

(If you're having trouble getting enough hits on the doors, you might like to try a route which involves passing through Katina. Do well and Bill will join you in Sector X and lay down some very useful laserfire on the doors, reducing the number of hits you need to achieve.)

If you choose to go right instead of left at the main junction, Fox veers outside the main zone with just a few gun turrets and aliens to worry about.

All routes, even the left one if you fail to make the warp, lead to a final section of junkyard with hat creatures and a flower enemy to take out.



KEEP FIRING TO OPEN THE DOORS UP!

BOSS DESCRIPTION: SPECULATION THAT THE CONSTRUCTION ZONE IS A TRAP TURNS OUT TO BE TRUE. ONCE FOX REACHES THE LEVEL'S END, A MASSIVE ROBOT FORMS OUT OF WHAT SEEMED TO BE MERE JUNK.

BOSS GUIDE: HVC-09 IS A FORMIDABLE OPPONENT, BUT WHILE HE'S SELF-ASSEMBLING NOTE TWO SMALL SHIPS ABOVE IT TO THE LEFT AND RIGHT. USE HOMING BOLTS TO FIND AND DESTROY THEM FOR USEFUL EXTRA POINTS.

ONCE HVC-09 IS FUNCTIONING, KEEP TO THE TOP OF THE SCREEN AND FIRE DOWNWARDS INTO ITS EYES. WATCH OUT FOR HANDS WHICH CAN EASILY RIP OFF A WING. AFTER THE ARM SWINGS, HVC-09 WILL LAUNCH ROCKET-PROPELLED FISTS AT FOX.

ONCE YOU SUCCEED IN BLOWING AWAY ITS HEAD, HVC-09 BECOMES EVEN MORE LETHAL! AFTER PLAYING DEAD, IT WILL BEGIN FLINGING DEBRIS AT YOU AND THEN BEGIN WHIRLING AROUND. AGAIN, KEEP HIGH AND AIM FOR THE TOP WHERE ITS NECK USED TO BE. SPEED IS ESSENTIAL – IF YOU TAKE TOO LONG SLIPPY WILL HAVE A FIT OF HEROICS AND GO ON A SOLO ATTACK RUN. HVC-09 WILL SIMPLY BRUSH HIM ASIDE, HURLING SLIPPY ONTO MACBETH AND FORCING A RESCUE MISSION.



BONUS MISSION 2

WHEREAS THE FIRST BONUS MISSION IS PRINCIPALLY AN OPPORTUNITY TO ADMIRE THE N64'S SPECIAL EFFECTS AND STOCK UP ON FIREPOWER, THIS ONE IS A REAL CHALLENGE. TREAT WHIRLING DEBRIS WITH RESPECT, BRAKING AND BANKING AS APPROPRIATE. THE PRINCIPAL HAZARDS ARE LONG RECTANGULAR STRIPS WHICH FAN OUT TO FORM STEPPED CORRIDORS IN SPACE: PICK WHICH WAY YOU'RE GOING TO GO AND FOLLOW THROUGH CAREFULLY. STATIC-COVERED ALIENS HAVE A REAL BITE, SO KEEP SHARP! IF YOU FAIL, FOX WILL BE BOOTED BACK TO THE START OF SECTOR X. IF YOU SUCCEED, THE HITS WILL SIGNIFICANTLY BOOST YOUR CHANCES OF A MEDAL WINNING SCORE FOR SECTOR X. YOU'LL ALSO HAVE REACHED THE LAST STAGE BEFORE VENOM 2 WITHOUT TACKLING ANY OF THE PRECEDING HARD OR MEDIUM LEVELS!





Titania

MEDAL SCORE: 150

MISSION VEHICLE: Landmaster

MISSION DESCRIPTION: Also known as the Red Planet, Titania is littered with the remnants of an extinct but highly advanced civilisation known as Goras. Under normal circumstances access is banned and even during wartime it's left off the route to Venom. Only if Slippy is stranded here will team Star Fox visit this mysterious planet.

SPECIAL EXIT:

None. You either survive to reach Bolse or you don't!

MISSION GUIDE: Falling columns make clear the importance of speed control in collecting a Nova Bomb. Watch out for green mines; only Homing Bolts can take them out. Destroy the first and head to the centre of the screen for a Gold Power-Up.

Three giant lobster-type creatures will then drop down, one after the other. Shoot the creatures' bellies and move on quickly. There's a Nova Bomb here.

Go through the bone tunnel; there are mines on the left side, which is the best route for taking out two more lobsters which immediately follow. You also get a Nova Bomb.



IT'S TIME TO MAKE TRACKS - HA! - AND RESCUE SLIPPY.

BOSS DESCRIPTION: THIS SKELETAL, FOUR-ARMED, LASER-FISTED MONSTER IS UNDOUBTEDLY ONE OF THE TOUGHEST IN THE ENTIRE GAME AND MUST BE TREATED WITH THE UTMOST RESPECT.

BOSS GUIDE: SHOOT ALL TREES BEFOREHAND FOR ENERGY. AT FIRST, YOU'LL JUST SEE CLUB CLAWS AND A PROPER CLAW HOLDING SLIPPY. SHOOT THE CLUBS BUT BE PREPARED FOR THEIR HAMMER BLOWS AS THE BOSS ATTACKS. THE WHOLE CREATURE WILL THEN EMERGE. DON'T GET DISTRACTED BUT CONCENTRATE ON THE CLUB CLAWS. STAY IN THE CENTRE AND ROLL LEFT/RIGHT TO AVOID THE CLUBS, AND WATCH OUT FOR THE CREATURE'S TAIL WHEN IT TURNS.

WHEN BOTH CLUB CLAWS HAVE BEEN SHOT OFF, SLIPPY WILL BE RELEASED SO BOTH REMAINING CLAWS CAN FIRE RED LASERS. WHEN THESE ARE BOTH DISPOSED OF, YOU HAVE TO GO FOR THE CREATURE'S HEART AND QUICKLY TAKE IT DOWN - DAWDLE AND THE CREATURE WILL START USING A WISPY WHITE LASER, THEN BURY ITSELF AND RE-EMERGE WILL ALL ITS LIMBS INTACT. NOVA BOMBS SHOULD BE STORED TO HELP WITH THE FINAL ATTACK ON ITS HEART. IF THE SILVER RAY FIRED, STAY ON THE FAR SIDE OF SCREEN THEN ROLL IN THE OTHER DIRECTION AS THE LASER IS UNLEASHED.



You now face an onslaught of aircraft. Although you're driving a tank, if you want a Medal, you'll need to concentrate as much fire on the aerial threat as the ground-based one. Watch out for green boxes - these are unearthed mines which should be quickly shot if likely to block your path.

Keep on the bridges to avoid mine-infested trenches, although on the last trench a Gold Power-Up on the bridge gives an incentive to collect a second by rolling down.

Next you come up against some more of that lethal Goras technology. Tall gun turrets scan the ground with tiny, feeble looking lasers - but watch out, if they achieve lock-on, they soon prove highly effective at draining energy.

Veer off to the left and go up to find a Nova Bomb, which isn't much use against tanks which roll up out of trenches without warning. Clear mines with Homing Bolts and drive through the Checkpoint Drive into the ruins, speeding up to avoid falling columns while collecting Gold Power-Ups and Nova Bombs. A Comms Signal will let you trigger another Power-Up, and



there's a Gold Power-Up on the right among the ruins.

Now watch for Falco - you'll have to save him from his pursuers with a Homing Bolt, but you may need a Nova Bomb first to clear targets for a successful lock. There's another Gold Power-Up on the right; it's tricky to get to but the profusion of weapons is a clear indication of how tough the end boss is...

You'll now enter a canyon with rock-throwing enemies on the high ground and gun turrets on the floor with mines. If you've chosen to come here, this is when Slippy gets abducted. You'll now come through to the final bit of ruins with more falling columns around which are energy power-ups, go left for Gold ones.

Bolse

MEDAL SCORE: 150

MISSION VEHICLE: Arwing

MISSION DESCRIPTION: Bolse is Andross's Death Star, a giant artificial planet armed to the teeth and here tasked with defending the route to Venom.

MISSION GUIDE: It's a trap! The main access port is protected by a purple energy shield, charged from six surrounding towers while gravitational pulses whirl the Arwings around in a circular pattern. Don't fight the gravitational pull, turn into it and ride around in a circle, popping up to take off the tower tops. Each top yields a +3 hit – plus as they're destroyed the gravitational distortions progressively weaken.

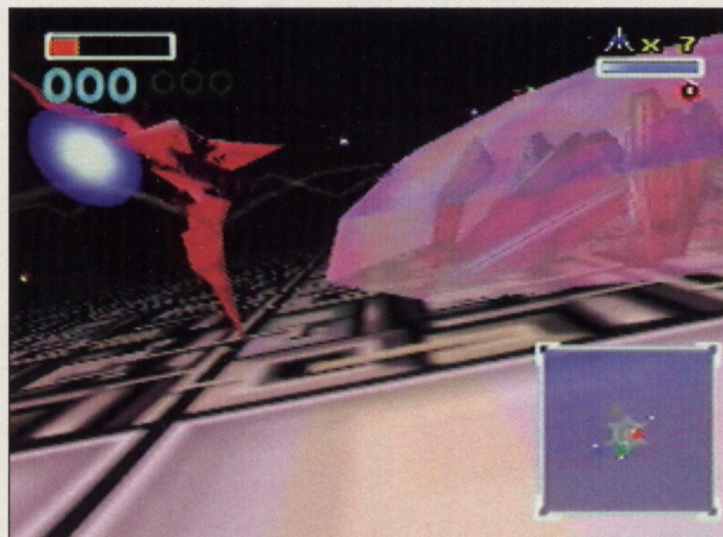
Once all the tower tops are destroyed, the shield falls and a massive swarm of enemy fighters spew out. These aren't a serious obstacle, but an opportunity for points and for saving Slippy from them, as usual. If you defeated the Star Wolf squadron on Fortuna, they'll decide discretion is the better part of valour and leave you alone. If, however, you failed to defeat them then the entire squadron will return to defend Bolse. With all those towers scattered about, dog-fighting isn't easy – but the same basic tactics as on Fortuna still apply.

A defensive tower will soon emerge with gun turrets all along its length. This is your principal objective – blowing each turret off earns a plume of flame and a neat +10 Hit. The faster you take out the drones, the sooner the tower's gun turrets will start firing. Once all the gun turrets



have been taken out, the tower will collapse into Bolse and blow the station apart.

Attacking the tower isn't that complex. Keep low during your approach to avoid the lasers, then pop up to hammer lasers or Nova Bombs onto a gun turret then bank away. When you've taken too much damage, go after some energy from the outlying gun turrets. You should also take care of Slippy.



DESTROY THE GRAVITY TOWERS TO DROP THE BASE'S SHIELD.

Venom 1

MEDAL SCORE: 200

MISSION VEHICLE: Arwing

MISSION DESCRIPTION: Andross's adopted home world is a wholly hostile environment with a poisonous atmosphere and dark, overcast skies.

MISSION GUIDE: This begins with an all-out attack, swarms and swarms of ships coming straight at you. On standard setting, it's possible to roll and dodge your way through using Nova Bombs only if you're after a



Medal (on Expert Mode, this is a lot different!). Next you'll come to a narrow canyon, weave through the struts, keeping an eye out for the Weapons Power-Up just above a strut



Katina

MEDAL SCORE: 150

MISSION VEHICLE: Arwing

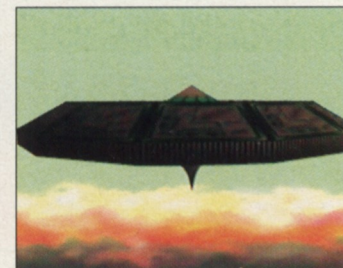
SPECIAL SOLAR EXIT: Destroy the Mothership before time runs out to save the base.

STANDARD EXIT: Sector X.

MISSION DESCRIPTION: Prior to

Andross's invasion, Katina was the most popular destination for Corneria emigrants and there's a substantial population in its cities. One of Fox's pals, Bill Gray, leads the planet's beleaguered Husky Squadron. While they've been successful holding off massed enemy fighters, the appearance of a huge alien mothership has caused panic!

MISSION GUIDE: The mission begins with Bill Gray forming up your squadron, so keep your finger off the trigger! Bill's fighters have a distinctive swept-back





with a Gold Power-Up underneath it.

The game then opens up with multiple paths which are too complex to explain here. Suffice it to say that heading left is the tougher route with the most points to win from shooting enemies. That route begins with two formations of ships, each vulnerable to a Homing Bolt for bonus points.

Another swarm of ships will spew out of a portal – take them out then veer left into another narrow canyon. Flower-type aliens are grouped here, followed by ground turrets then another group of flower-aliens – take them out with a Homing Bolt and get a Weapons Power-Up.

A Comms Signal adds to the confusion while fighting tanks. Use a Nova Bomb to clear things up – there are a lot of energy power-ups here. Watch out for fighters rocketing from a ground portal and head left again.

Now you're out into the open, but it doesn't remain that way for long with a forest of columns whirling through the air. Brake and stay calm as you weave through. The first lot move vertically, so bank on your side and watch out for the Gold Power-Up near the centre. Next the columns will come straight at you; keep calm and weave through.

A Comms Signal marks the end of this section. Watch the last columns whirl away just before the Checkpoint Circle. Your wingmen will appear to wish you luck before the entrance to Andross's palace.

The corridor begins with columns erupting horizontally through the walls. Speed up to stay with the monster running ahead of you, and collect a Weapons Power-Up on the left.

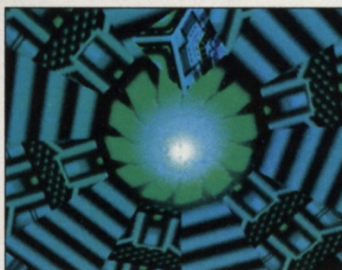
BOSS DESCRIPTION: A HUGE ROCK CREATURE WITH A METALLIC SKELETON.

BOSS GUIDE: TAKING DOWN THE MONSTER IS RELATIVELY SIMPLE, JUST BE CAREFUL TO BALANCE YOUR KEENNESS TO DESTROY HIM AGAINST THE NEED TO MANOEUVRE AROUND ALL THE OBSTACLES. TO GET TO THE MONSTER'S VULNERABLE HEART, YOU MUST FIRST BLAST AWAY AT ITS ROCK SHELL. DON'T MISS ANY PART: HIS FEET, LEGS, ARMS, HEAD AND BODY MUST ALL BE SMASHED AWAY BEFORE YOU CAN ATTACK THE HEART SITTING WITHIN A METALLIC SKELETON. DON'T WORRY ABOUT TIME, THE CORRIDOR SEEMS INFINITE SO BE PATIENT AND ACCURATE!



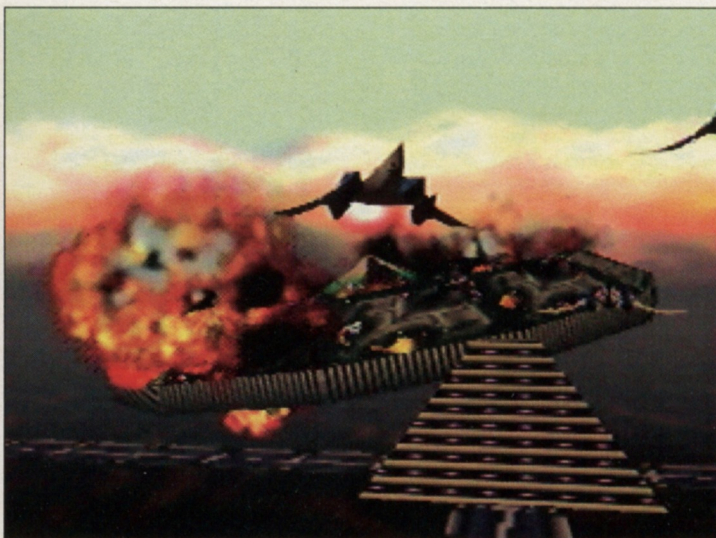
wings, markedly different from the boxy alien drones, but with so many aircraft whirling about only the foolhardy will rely on normal lasers. Homing bolts will only lock onto enemy craft and, better yet, since many of the enemies travel in clusters, using Homing Bolts earns lots of bonus hits. The drones lack a strong offensive capability and the mothership has no air-to-air capacity, so surviving the level isn't difficult. Even taking down the Mothership and saving Bill's base isn't that difficult; once the countdown timer begins, a spike protrudes from the base of the saucer which is easily knocked out with intense laser fire and/or a Nova Bomb or two.

One important phrase to watch for is "hatches are open!" which indicates the mothership is opening up its hanger bays. Besides unleashing yet more fighters,



"TODAY WE CELEBRATE OUR INDEPENDENCE DAY!"

it means you can attack the hatch doors for a +5 bonus. There are four hatches and you should leave taking out the last one until you've got a healthy score, as once you've knocked out all the hangers, the mothership only provides a +2 hit!





Solar

MEDAL SCORE: 100

MISSION VEHICLE: Arwing

MISSION DESCRIPTION: This molten planet really is the harshest environment in the entire Lylat system, covered in a sea of lava. Its intense heat constantly drains energy from your Arwing fighter. Despite previous scientific opinion that nothing could live here, it's actually thriving with bizarre creatures which are the main danger here.

STANDARD EXIT: Macbeth

MISSION GUIDE: This level starts mean, with fire arcing through the sky and demanding acrobatic avoidance techniques. However good you are – even if you fly at maximum altitude and avoid everything – energy will still leach away due to the extreme heat. Fortunately, if you survive this initial section Falco will drop down to blast apart a couple of fireballs. Unlocking Silver Power-Ups which have never been more crucial than on this level. In the first group, there's a Gold Power-Up as well, plus if you did well on Katina, Bill will blast a fireball revealing a Weapons Power-Up.

Next watch out for one of periodic lava waves which, as a rule of thumb, usually have something hiding behind them – use Nova Bombs if curious! Blast fireballs for lots of silver power-



ups, then firebirds for power-ups. Next are more lava waves, interspersed with firebirds. It's worth Nova Bombing a distant formation of firebirds for points and two more Nova Bombs.

After the Checkpoint Circle, watch for Falco being pursued by a firebird. More fireballs appear, then it's Slippy's turn to be pursued. Another lot of fireballs appear – take out the centre one for a Silver Star Power-Up.

Be ready for a Comms Signal, a prelude to fireballs and firebirds. Just before the end of the level, a whole



FEELING HOT, HOT, HOT!

flock of firebirds will rise up out of the lava so have a Nova Bomb ready. Next is a big lava wave, preparing the way for the boss...



BOSS DESCRIPTION: BUG-EYED LAVA MONSTER WITH VERY LONG CLAW ARMS!

BOSS GUIDE: THE BOSS BEGINS WITH A LAVA WAVE, SO BANK LEFT-RIGHT-LEFT WHILE BRAKING, THEN MOVE INTO THE CENTRE AND CONCENTRATE FIRE ON ITS ARMS. WITH BLUE LASERS, YOU SHOULD BE ABLE TO MAKE SHORT WORK OF THE ARMS BEFORE MOVING ONTO THE HEAD. THE MONSTER WILL PERIODICALLY SPIT LAVA ROCKS WHICH, WITH BLUE LASERS PARTICULARLY, SHOULD BE WELCOMED AS THEY CAN BE BLASTED FOR POWER-UPS. SIMILARLY, STREAMS OF FIRE LOOK WORST THAN THEY ARE. KEEP HIGH, FIRE DOWNWARD INTO ITS HEAD AND HAMMER HOME YOUR ATTACK FOR A SPECTACULAR DEATH SCENE.



SHOOT THE SIGNALS TO SET THE TRAIN ON A COURSE FOR DESTRUCTION.

Macbeth

MEDAL SCORE: 150

MISSION VEHICLE: Landmaster

MISSION DESCRIPTION: The Lylat system's richest source of minerals plays host to a vast mining complex, which Andross has taken over and turned into a huge factory for his fiendish weaponry. A huge intercontinental train is critical in transporting materials and intelligence indicates destroying it would cripple Macbeth's usefulness to Andross.

STANDARD BOLSE EXIT: Destroy Boss using standard firepower.

SPECIAL AREA 6 EXIT: Derail train (see below).

MISSION GUIDE: You begin right beside the train, so brake hard and unload lasers into the gun-turret carriage, then move onto the ore-carrying carriages which will dump rocks on you if not blasted apart. There's a wall to roll though/blast

down plus several gun platforms (laser these to expose Nova Bombs then jet up to collect them).

When the ground war quiets down, help out your wingmen dogfighting above. Watch out for a formation of five flower-type villains introducing a narrow artificial canyon (take them all out for a Gold Power-Up). Use Homing Bolts on the formation of fighters which fly overhead, while simultaneously dodging boulders. Next a formation of fighters will come forward with the train running forward on left. As the road dips down, the train's gun turrets will pound high ground causing a landslide. It's possible to take these out with intense shooting and Nova Bombs.

While crossing under the bridge, watch for a fighter chasing one of your wingmen. The train now jettisons the



BOSS DESCRIPTION: A KITE WHICH PERIODICALLY SWOOPS TO GRAB AT THE TANK, WHILE TETHERED TO THE TRAIN.

BOSS GUIDE: ONCE THE TRAIN DEPLOYS THE KITE, ITS HEAD WILL BE VULNERABLE BUT SHORTLY THEREAFTER IT GROWS CLAWS AND STARTS SWOOPING WHILE HURLING DOWN FORESTS OF POSTS.

WHEN YOU SUCCEED IN WASTING THE CLAW OF THE KITE, THE TRAIN WILL START CHUCKING OUT SILVER BOXES WHICH SHOOT OUT HORIZONTAL LASERS. KEEP HAMMERING AT THE TRAIN - IT'S ONLY

VULNERABLE WHEN IT OPENS UP TO THROW OUT A BOX. WHEN YOU GET A HIT, THE KITE WILL SHAKE AND BECOME VULNERABLE. IF YOU MISS A BOX, BLAST IT APART OR JUMPJET OVER THE LASER.

THE KITE WILL, AFTER DROPPING BOMBS, BEGIN SHOOTING OUT BLUE BEAMS. MANOEUVRE INTO THE CENTRE WHERE IT'S SAFE. KEEP SHOOTING THE TRAIN TO SPARK THE KITE'S CONVULSIONS, WHICH IS THE ONLY TIME IT'S VULNERABLE. WHEN YOU FINALLY DOWN IT THERE'S ONLY A +2 BONUS, HOWEVER!

rear carriages and enters a tunnel. You should completely wipe out the carriages ahead (don't forget to get the undercarriage after blasting the top). You'll have to jumpjet over barriers while doing this. Watch out for the Checkpoint on the right as you emerge from the tunnel. Now you can go for the Silver Power-Ups behind gates, or head right onto a bridge for a clear look down at the train. Watch for posts with numbered flags on top - shoot the flags around so they point right. Flower-type aliens and a Comms Signal will try to distract you from this.

Flags 1 and 2 are on the right, Flag 4 is on top of a block on the right, while Flag 3 is directly opposite on the other side of the track. After a short stretch of track, Flag 5 is left of the track. Watch for a kite the boss deploys from the train at this point. Flag 6 is sneakily deployed behind a gate on right; go through that and aim high as soon as you come through.

Flags 7 and 8 are on either side of track behind walls, which requires nifty work, but blast walls at a distance and you might activate the Flags without even seeing them (listen for the distinctive click). During this, the kite is deploying forests of obstacles - Homing Bolts can take a



whole rank, otherwise focus on one and pick your way through.

If you've got all the Flags, watch for the Switch Box. Once shot, it opens and exposes a switch - shoot this to change the points, putting the train on course for destruction and +50 bonus.

If don't want to use this method, the train will continue on for a straight confrontation.





TAKING THE TOP ROUTE IS HARDER BUT MORE REWARDING.

Sector Y

MEDAL SCORE: 150

MISSION VEHICLE: Arwing

MISSION DESCRIPTION: A strangely-shaped cloud of dust provides the name for an otherwise open area of space. Unsurprisingly, this is where Andross has sent the bulk of his invasion fleet and succeeded in all but annihilating the Corneria Defence Force. One of the key reason for his success are giant mobile suits equipped with shields and laser swords.

STANDARD KATINA EXIT: Destroy bosses.

SPECIAL AQUAS EXIT: Destroy bosses and achieve 100+ Hits.

MISSION GUIDE: The level starts with descending battlesuits which take time for your systems to get lock-on. Watch out for pale blue ones which leave behind power-ups, including a Weapons Power-Up. Concentrate on

the ship ahead which launches two formations of enemy fighters; use Homing Bolts or Nova Bombs for maximum hits on them.

Throughout the level, choosing the top route provides the harder, more rewarding choice. Fly above the ship and blast all the fighters for a Gold Power-Up. Several battleships laden with gun turrets will now cruise across the screen – brake hard to take out as many turrets as possible. Get ready for an attack from behind; brake to pull them into view and dodge the oncoming missiles. You'll now be at the Checkpoint Circle. Lots of fighters and more battleships follow, then two more battlesuits – again choose the top route for maximum points.

Use Homing Bolts on the swarming alien ship formations as you pass through debris from the CDF fleet. Brake to pick off the gun turrets on



BOSS DESCRIPTION: THE THIRD BOSS COMES WITH A GANG, INITIALLY DESPATCHING TWO FRIENDS TO TAKE YOU OUT. THESE BATTLES ARE FREE RANGE 3D WITH A FULL 360° OF MOVEMENT.

BOSS GUIDE: THE FIRST TWO BATTLESUITS ARE FAIRLY VULNERABLE; IT ONLY TAKES A FEW HITS FROM BLUE LASERS, ALTHOUGH YOU WON'T BE ABLE TO USE HOMING BOLTS. BRAKE HARD AND CIRCLE AROUND TO PICK THEM OFF AT YOUR LEISURE, EACH

YIELDING A +3 BONUS. DON'T GET TOO COCKY THOUGH; A HEAD-ON ASSAULT CAN EASILY RIP OFF A WING, LOSING YOU THE BLUE LASERS FOR THE MAIN BOSS. AFTER TAKING OUT THE HENCHMEN, THE MAIN BOSS IS LAUNCHED FROM THE DECK OF CRUISER TO WHICH IT WILL PERIODICALLY RETURN – IF YOU'RE HAVING TROUBLE DOGFIGHTING, HANG AROUND HERE AND WAIT FOR IT TO RETURN. YOU GET A +10 BONUS FOR THE MAIN BOSS.



the battleships. Take out a battlesuit to open up a trap, then dive down to take on more battleships head on. A Comms Signal will sound while your



wingman flies past. There are some Gold Power-Ups before everything falls quiet in preparation for the giant robots.



Aquas

MISSION VEHICLE: Blue-Marine sub
MEDAL SCORE: 150+
MISSION DESCRIPTION: This vast waterworld plays host to ruins which indicate intelligent life once existed here, but Andross's invasion fleet has little interest in archaeology, preferring to bioengineer native life into a potent defence force. The only way to properly explore the planet is using Slippy's prototype sub, codenamed Blue-Marine.

STANDARD SOLAR EXIT: Destroy boss.

MISSION GUIDE: Aside from the murk and the sluggishness of the sub, the main difference from a normal level is weaponry. While lasers operate much the same, they're not quite as effective as in space, particularly as there's no Homing Bolt. Similarly, Nova Bombs have been replaced by the notably less devastating Light Bomb Torpedoes. You have an infinite supply of these, however, and they operate a lot like Homing Bolts. However, you can only have one torpedo flying at one time – it's crucial you always lock onto the nearest target. Torpedoes are also useful for illuminating the dark. A key tactic is jamming your thumb down on brake, lasers and torpedoes simultaneously. This gives you the maximum time to hit things, while the lasers can clear fish and other obstacles which can block the flight of torpedoes.

Two squid start from the right, so



accelerate through a school of fish to get a clear lock and take them out for a +2 hit. Now take out the starfish (it has a devastating kamikaze attack if let unchecked) and beyond that the gun turret inside a clam. Now watch for two squid coming from the left, but don't get so distracted you miss the first stone arch on the right. Continue right through the next arch and shoot another clam and two squid. Bank left to go through a third arch. You should get a Weapons Power-Up from the clam under this arch. Off to the right is a giant squid worth +5. Bear left and be prepared for a starfish and silver arrowheads. Bear right under another arch, then left. Green angelfish appear, which open

up to fire lasers. There's a +1 bonus for taking them out. Clams line the floor, but watch for a long snake coming from behind heading right, and another cutting across to the left.

You now enter ruins. If there's time, lock onto weakened columns and take them out for hits and a Gold Power-Up. Now you'll see a big red fish with a headlamp (!); he's surprisingly tough. Behind him are more arrowheads and orange fish rising from floor. Use torpedoes for lots of bonus hits.

There's an open area with plenty of squid pairs moving left to right; take out as many as possible while keeping an eye on the giant squid guarding the Checkpoint. Be prepared for more orange fish on floor – the clam can give a Weapons Power-Up. Two squid will cross the screen; wait until they're together to get both with a torpedo for a bonus. The big fish is overhead, hammer it for a +3 bonus and Gold Power-Up.

Now you enter the final stretch, a narrow canyon prone to rockfalls. It's also guarded with lots of starfish and weird electrical organisms arranged in threes around a forcefield. Brake constantly and hammer everything, always taking care to get the nearest starfish. Use your spin shields. At the end of the canyon, brake hard to

BOSS DESCRIPTION: A LARGE CLAM PROTECTED BY A WIDE RANGE OF BIOENGINEERED WEAPONS.

BOSS GUIDE: THE CLAM'S FIRST LINE OF DEFENCE IS A TRIO OF LAUNCHERS ON THE TOP HALF OF ITS SHELL. THESE SPIT OUT WORM-LIKE CREATURES – ROLL TO AVOID THEM, OR SHOOT THEIR HEADS. THE LAUNCHERS THEMSELVES ARE INVULNERABLE TO LASERS, TAKING TWO TORPEDO HITS EACH AND DROPPING OFF WHEN DESTROYED, FOR A +3 BONUS.

THE CLAM WILL NOW OPEN UP, EXPOSING A GREEN EYE FLANKED BY TWO MORE LAUNCHERS. THE LATTER SPIT OUT STREAMS OF WHITE BALLS.

YOUR FIRST OBJECTIVE IS BLOW OFF THE CLAM'S TOP BY ATTACKING THE MUSCLES WHICH PROP IT OPEN. THESE ARE JUST FORWARD OF THE EYE AND FLASH RED WHEN ATTACKED. AFTER SEVERAL HITS, THESE MUSCLES SOLIDIFY INTO BRIGHT TUBES. – THEY CAN NOW BE DESTROYED BY A SINGLE TORPEDO. AFTER BOTH HAVE BEEN DESTROYED, THE TOP WILL BLOW AWAY.

YOU CAN NOW ATTACK THE EYE DIRECTLY, FIRST USING LASERS TO BLAST AWAY THE PROTECTIVE MUSCLE, THEN FOLLOWING UP WITH A TORPEDO. UNFORTUNATELY, THE TWO LAUNCHERS ARE NOW THROWING OUT A LOT MORE PEARLS WHICH MEANS A TORPEDO WILL USUALLY DETONATE BEFORE REACHING THE EYE. IT'S THEREFORE A GOOD IDEA TO PUT A LAUNCHER OUT OF BUSINESS, BLASTING AWAY THE PEARLS TO GET IN A TORPEDO OR TWO. BLAST THE MUSCLE AND PEARLS, THEN LAUNCH A TORPEDO WHEN THE EYE IS CLEAR. THE EYE TAKES FIVE HITS.

DEFEATING THE EYE WILL REWARD THE PLAYER WITH A FURTHER +5 BONUS, MAKING 14 IN ALL.



dodge a rock fall and blast the boulders for points. Bear right – there's a clam with energy – then through the arch. There's an angel fish, a big red fish and finally the boss.





THIS HUGE BEAST WON'T ATTACK YOU, BUT YOU CAN STILL CRASH INTO IT IF YOU'RE NOT CAREFUL.

Zoness

MISSION VEHICLE: Arwing

MEDAL SCORE: 250+

MISSION DESCRIPTION: Another waterworld, albeit with a few small islands which once made it a popular holiday resort. Andross's invasion fleet has polluted the oceans and adapted native life into ferocious monsters. Spies suggest a supply base is under construction.

STANDARD MACBETH EXIT: Destroy boss.

SPECIAL SECTION Z EXIT: Shoot all searchlights and destroy boss.

MISSION GUIDE: Watch out for flower-type aliens emerging from sea – they're worth hitting with an accurate Nova Bomb to earn +5 hits, and yield Nova Bomb rewards as well. A post can be shot around, making it easier to blast open crates for Gold Power-up.

A spider creature skating in from the left is worth a +2 bonus, as is each searchlight – you'll know if you miss one because all the beams will glow red from then on. Getting all the searchlights is crucial for the Section Z exit.

Fly through the oil rigs, shooting searchlights and two more spiders. Next save Slippy from flying lizards. There's a vertical line of three Power-Ups; brake hard to collect them. Kat

will help out with searchlights among rocks, so boost ahead if you're after points for a Medal.

Watch out for a huge serpent rearing out of the water; fortunately it's too big to pay much attention to Arwings. Kat hits some more searchlights before the Checkpoint Circle – save her from enemies while the serpent rises up again.

Peppy will shoot a box on the side of a gate to raise it and expose a

Weapons Power-Up. Two gates follow, there's a Nova Bomb behind the left gate, a searchlight behind the right one. The next, single, gate has an Silver Power-Up behind it. A Gold Power-Up lurks in a crate.

A Comms Signal will sound, so watch for a ship coming in from the left. Try to hit the crates on the ship with Homing Bolts for bonus points. There's also a formation of planes coming in from the right, while floating

tanks churn through the water. Some flying lizards will come in from the left – use Homing Bolts – then bear right through the structure. Take out the formation of five aircraft with a Homing Bolt, shoot the crates, then watch for aircraft lifting up from the left.

More watertanks chug about – watch out for crates. There's a Gold Power-Up in a crate on a post, then some more searchlights which Falco will help you with.

BOSS DESCRIPTION: A ROBUST BOAT WITH TWO SIDEPODS WHICH LAUNCH MISSILES, WHILE THE CENTRAL POD HURLS ABOUT A HUGE SPIKED BALL!

BOSS GUIDE: THE BOSS CONFRONTATION BEGINS WITH SOME INNOCUOUS YELLOW BARRELS BOBBING IN THE SEA. SHOOT THEM QUICKLY AND THEY'LL PROVIDE ENERGY CIRCLES, BUT BE CAREFUL AS THEY'RE TIMED TO DETONATE AND SHOOT UP A DEVASTATING PLUME OF FLAME IF LEFT TOO LONG.

THE BOSS WILL THEN EMERGE FROM THE WATER, SO BE PREPARED FOR THE SPIKED BALL TO BE THROWN OUT – STAY ON ONE SIDE OF THE SCREEN, THEN ROLL TO THE OTHER TO CONFUSE ITS AIM. THE BOSS HAS TWO PRIMARY OFFENSIVE WEAPONS, CHUCKING OUT EXPLOSIVE YELLOW BARRELS FROM THE BOTTOM OF ITS SIDE PODS, WHILE SIMULTANEOUSLY FIRING WHITE BALLS FROM THE TOP OF THE PODS. SHOOTING THE FORMER GIVES ENERGY CIRCLES, WHILE THE LATTER DELIVERS NOVA BOMBS – CRITICAL SINCE THE BOSS IS INVULNERABLE TO LASER FIRE AND HOMING BOLTS UNTIL THE VERY END.

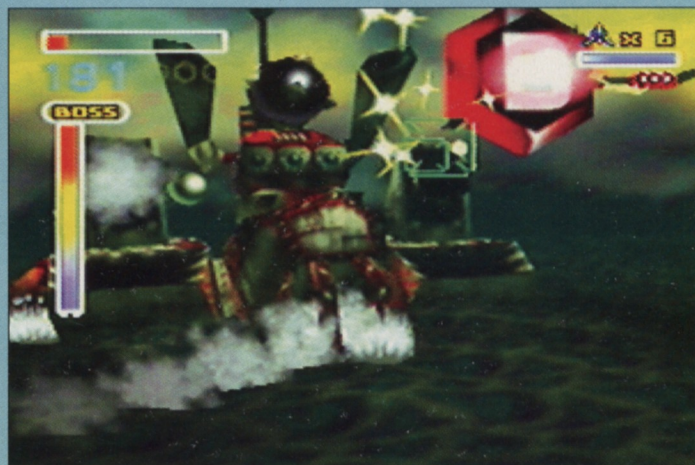
STAY ON ONE SIDE OF THE SCREEN, HIGH ENOUGH TO BE ABOVE THE BARREL EXPLOSIONS, AND PICK OFF THE WHITE BALLS TO STOCK UP ON A MAXIMUM NINE NOVA BOMBS. NOW YOU CAN ATTACK. IT'S IMPORTANT TO FOLLOW A SET ORDER IN

DESTROYING THIS BOSS – GO OUT OF SEQUENCE AND THE BOSS WILL SUBMERGE. IT WILL THEN ROLL OUT SOME TEMPTING YELLOW BARRELS AS A LURE FOR AN UNDERSEA SPIKED BALL ATTACK. IT WILL THEN REAPPEAR, BACK AT FULL STRENGTH.

FIRSTLY, ATTACK THE STUBBY WHITE ARMS NEAR ITS TOP; GO FOR THE RIGHT ONE FIRST, BUT BE CAREFUL NOT TO HIT THE SIDEPODS. WHEN BOTH ARMS HAVE BEEN REMOVED, GO FOR A SIDEPOD, COLLECTING NOVA BOMBS AS YOU GO. ONCE A SIDEPOD HAS BEEN BLOWN OFF, THE BOSS WILL TURN

AROUND AND USE A CRANE TO WINCH UP IT UP OUT OF THE WATER. ATTACK THE CRANE WITH THREE NOVA BOMBS. ONLY WHEN THE CRANE HAS BEEN DESTROYED CAN YOU REMOVE THE SECOND SIDEPOD.

SUCCEED AND THE BOSS WILL INSTANTLY GO INTO A FRENZIED ATTACK, HURLING OUT THE SPIKED BALL WHILE UNLEASHING A STREAM OF FIRE. HIT THE MAIN BODY WITH EVERYTHING YOU'VE GOT. EVEN LASERS ALONE WILL BE ENOUGH TO QUICKLY FINISH IT OFF, BUT THERE'S ONLY A +5 HIT FOR TAKING IT DOWN.





"SCUSE ME, IS THIS THE WAY TO BABYLON 5?"

role is with the third and final missile attack, however, which includes three missiles. This is a formidable array but Kat and your wingmen will help out – great if you just want to get through, a pain if you're after all the bonus points. Move quickly to avoid this and don't expect them to take out all the missiles if you're having problems.

When you destroy all three missiles, the level will end and the team heads off in triumph toward Area 6. There's no boss character, other than the missiles themselves. If you fail to destroy a missile, it will blast off one of the Great Fox's fins and the team will be forced onto the route toward Bolse.

Sector Z

MISSION VEHICLE: Arwing

MEDAL SCORE: 100+

MISSION DESCRIPTION: A bizarre space dust formation is littered with debris from a previous space battle where Cornerian Forces routed the Space Pirates. Spies suggest Andross is salvaging this graveyard for starships, and a trap suspected!

STANDARD BOLSE EXIT: Miss a missile and the level will instantly end, forcing you back onto the easy route.

SPECIAL AREA 6 EXIT: Destroy all the missiles.

MISSION GUIDE: This starts with a circle of drone fighters closing in on the Great Fox which, for the first time, actually plays an interactive role. You can even dock with it to replenish your shields – simply fly in just over the engines to trigger the rapid docking sequence.

The drones don't actually pose any significant threat to the Great Fox and are principally a point-scoring opportunity. Hits aren't easy to come by on this level, so move quickly and watch out for four small boxes floating around the Great Fox, which yield

some useful bonus points. Power-ups are a problem on this level as they're randomly distributed among the fast-moving fighters. If you're going for a Medal-winning score you won't have time to pick them up!

The trap is sprung with news of a missile being sighted at the bottom edge of the map. If you've got Blue Lasers, it's just about possible to go head-to-head and blast it apart that way. Otherwise, bank around to get on its tail and follow it in with lasers blazing. The missile moves at the same speed as the Arwing, so it's easy to match speed. The main danger is a wingman blasting it and taking the bonus points.

After the missile has been destroyed, return to Great Fox to face another wave of drones. Be ready for another missile warning, this time you'll face a pair of them coming from exactly the same direction as before.

Follow the same procedure to take them out, then return to Great Fox for another wave of fighters. Kat should now come in to help, just in time for the third wave of fighters. Her main



Area 6

MISSION VEHICLE: Arwing

MEDAL SCORE: 300+

MISSION DESCRIPTION: This area offers the most direct route to strike at Andross, so it's no surprise to find it guarded by an immense armada. Fleets of fighters are supported by battlestations, battleships and the infamous Death Ball.

STANDARD VENOM 2 EXIT: Survive!

MISSION GUIDE: As the level opens you'll quickly see a Space Station (+3) off to the right, but don't be distracted by it. A large group of fighters will soon come in from the left and, if you can take them all out, you'll collect a very useful Weapons Power-Up. By the time you accomplish this you'll be inside a minefield, so accelerate forward as mines start to go off.

After the minefield, you'll be confronted by more fighter formations and Space Stations to the left and right. Watch out for Falco being pursued by aliens.

When flower-type aliens arrive, in formation, take them all out for a

Nova Bomb. On the left you'll see a Space Station with a Weapons Power-Up above the disc, a Gold Power-Up below. You'll now get a Comms Signal which can bring in some helpful fire onto the Battleships (+2) ahead. The first two will be weakened by this and are easily destroyed. The next Battleship will come head-on, surrounded by missiles, and isn't so easy to destroy.

Next you'll face a salvo of homing missiles. Your wingmen will help take out some and your own concentrated fire can take out more, preventing potential damage and earning Silver Power-Ups.

The missiles were presumably launched by the Space Stations which now appear, along with more enemy fighters. Watch for Peppy being chased by aliens. Weird angular aliens will swarm across the screen, a perfect cluster for a high hit kill from a Nova Bomb. Another Comms Signal should sound here.

Flower aliens will arrive in series, trying to prevent you reaching the Checkpoint Circle. Kill them to earn some Gold Power-Ups. After the Checkpoint, groups of three-ship fighter formations will swarm about – be ready with Homing Bolts or a Nova Bomb. Next you'll see more angular aliens, quickly forming up into rings. One Homing Bolt will earn a +5 hit and weaken a ring formation. A second Homing Bolt earns another +5 hit and destroys all the aliens.

Conventional fighters will attack, so

BOSS DESCRIPTION: THE DEATH BALL IS PROBABLY BUILT BY THREE-HANDED ALIENS: IT HAS THREE CLAWS AND THREE INTERNAL ENERGY BALLS WHICH NEED TO BE DESTROYED AT LEAST THREE TIMES.

BOSS GUIDE: THE BOSS STARTS BY CONTEMPTUOUSLY DISPLAYING ITS INWARDS – THE ONLY VULNERABLE SPOTS ARE THREE PALE PINK ENERGY BALLS SLOWLY ROTATING ROUND A CENTRAL CORE. YOU MUST QUICKLY AND PRECISELY SHOOT OUT ALL THREE BEFORE THE BOSS BEGINS TO CLOSE UP. THE BOSS WILL PULL BACK, THEN HURL OUT EACH OF ITS THREE CLAWS IN TURN. THEY HAVE A LONG REACH AND CAN EASILY RIP OFF A WING – ROLL TO AVOID THEM. YOUR OBJECTIVE NOW IS TO DESTROY ALL THREE CLAWS, WHICH WILL EVENTUALLY PROMPT THE BOSS TO OPEN UP AGAIN.

FIRST, HOWEVER, THE BOSS WILL RIPPLE INTO INVISIBILITY WHILE FIRING OFF A CLOUD OF MISSILES. WHILE THESE PACK A SIGNIFICANT PUNCH, FOR EXPERT PLAYERS THEY ARE PRINCIPALLY AN OPPORTUNITY TO GRAB SILVER POWER-UPS.

IF ALL THREE CLAWS HAVE BEEN SHOT AWAY, THE BOSS WILL OPEN UP AGAIN AND ONCE MORE YOU MUST SHOOT THE THREE ENERGY BALLS. THIS TIME A SPARK OF ELECTRICITY WILL INDICATE YOUR SUCCESS.

THE BOSS WILL PROMPTLY CLOSE-UP, RETREAT, ATTACK WITH ITS ARMS, LOOSE OFF MISSILES AND DISAPPEAR. SHOOT OFF THE ARMS AGAIN AND WHEN THE BOSS OPENS A THIRD TIME, THE ENERGY BALLS WILL BE A VIVID RED. SHOOT ALL THESE AND

THIS TIME THE BOSS WILL FIRE FIGHTERS INSTEAD OF MISSILES.

SHOOT THE ARMS AGAIN, BUT THIS TIME WHEN THE BOSS OPENS THERE'LL BE NO ENERGY BALLS TO SHOOT. THE CORE WILL BEGIN GLOWING LIKE AN ARWING ENGINE ABOUT TO IGNITE – TAKE THAT AS A WARNING! VEER AWAY TO A SIDE OF THE SCREEN AND MANOEUVRE AROUND AN INTENSE PURPLE ENERGY BEAM.

THE BOSS WILL CLOSE UP AGAIN, BUT WHEN IT OPENS THE NEXT TIME THE ENERGY BALLS WILL HAVE RETURNED, MOVING A LOT FASTER. DESTROY THEM AND THE CORE BECOMES VULNERABLE – HAMMER IT AS HARD AND AS FAST AS POSSIBLE, UNLOADING NOVA BOMBS AT THE SAME TIME. IF YOU FAIL TO DESTROY IT, THE BOSS WILL CLOSE AND DEPLOY THE PURPLE ENERGY BEAM BEFORE LETTING YOU HAVE ANOTHER CRACK. THE DAMAGE YOU'VE INFLICTED WILL REMAIN, SO YOU SHOULD CERTAINLY BE ABLE TO TAKE IT DOWN ON A SECOND ATTEMPT.



FOX'S ARWING COMES UNDER ATTACK FROM A SWARM OF ENEMIES.

Venom 2

MISSION VEHICLE: Arwing

MEDAL SCORE: 200

MISSION DESCRIPTION: Arriving at Venom via Sector 6 drops the team directly on top of Andross's front door: the huge dome which also appears at the end of the Venom 1 stage. Needless to say you can't simply fly in! The surrounding battle zone features towers embossed with Andross's face and, unlike Bolse, the Star Wolf squadron won't stay away if previously defeated. Wearing bandages and eyepatches, these guys are out for revenge!

STANDARD EXIT: Andross Confrontation 2.

MISSION GUIDE: As with Venom 1, as soon as the points are racked up for Area 6, Team Star Fox will immediately be deployed onto Venom 2. There are no drones or gun turrets. The Star Wolf team arrive promptly, dropping down from the south. Click past the brief sequence of their approach; instead of watching them descend use this time to manoeuvre around behind them in anticipation of them

reaching attack altitude just above the dome. Once again, they have shields rendering Homing Bolts and Nova Bombs entirely useless. Aside from smarter opponents, the main hazards on Venom 2 are the Andross Towers.

The fighters split up to attack your squadron members individually. As before, pick out a distant fighter as it appears on the tail of a wingman, bring lasers to bear and track it round. You should aim to get enough hits on target quickly enough to take it down in one attack. Blue Lasers will obviously make this a lot easier. Be prepared for the fighter to pull a loop as soon as it realises it's under serious attack.

Once two or more fighters get on your tail, the Arwing's armour can disappear very quickly indeed! As before, loops and U-turns can shake enemies and pull them into your sights, while simply braking and banking will merely amuse your pursuers.

On the positive side, if your energy drops low you can expect at least one and possibly two Comms Signal with Silver Star Power-Ups, usually deposited just to the south of the dome. Also, when you take

pay attention and you should be able to collect a Weapons Power-Up. It's good preparation for the Super Battleships (+5), long graceful craft with gun turrets clustered on the topside and a bridge way back at the stern. The bridge has to be taken out

for the +5 hit. There are two of these Super Battleships with a normal Battleship in the middle.

Another Comms Signal, then two more Super Battleships, a brief pause for some normal fighters, then three Supers in quick succession.

down an enemy fighter, they'll often deposit a Silver Star – so never give up hope nor, for that matter, relax your guard since things can change very quickly on this level.

Keep calm, protect your wing men and don't let any enemy stay on your tail for more than a few seconds!



THE DOME HOUSES THE ENTRANCE TO ANDROSS'S BASE.



Andross

MEDAL SCORE: n/a

MISSION DESCRIPTION: There's no mission as such, other than to defeat Andross with preceding corridors merely providing the means to rearm the Arwing and score points.

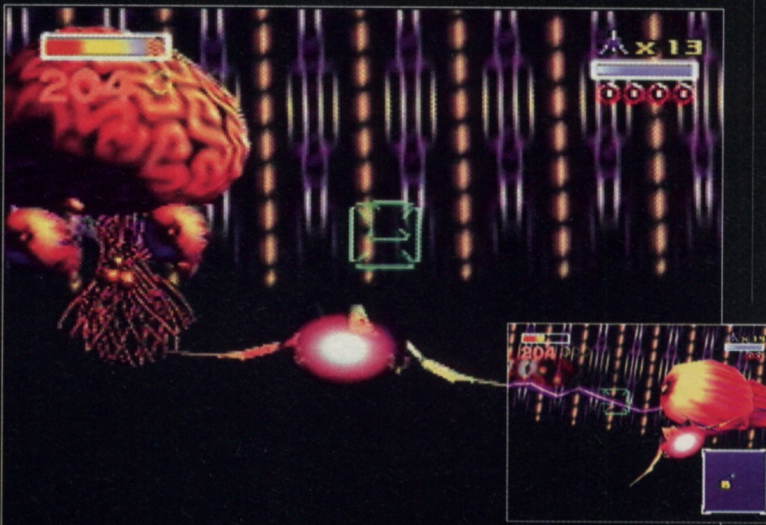
SPECIAL EXIT OBJECTIVE: n/a.

MISSION GUIDE: If you've reached Andross through Venom 1, you'll begin by entering a long corridor with



circular walls. There are purple energy barriers and doors, but the latter open with just a little laser fire and the former are mainly an opportunity for target practice. Each barrier has two generators, use a Homing Bolt to take out one for bonus points and take out the second with lasers for more points. You'll also find some very useful Nova Bombs and Weapons Power-Ups along the way.

If you've come to Andross from Venom 2, you'll instead face a maze of corridors. If you need to power-up your lasers, go left at the first junction then turn right at every junction thereafter. If you've already got Blue Lasers, keep turning left for two Nova Bombs.



ON THE HARDER LEVELS, ANDROSS MAKES ONE FINAL ATTACK AS THIS GROSS BRAIN! [INSET]: TAKE OUT THE EYES FIRST, THEN BE SURE TO AVOID THE DANGLING GANGLIA!

BOSS DESCRIPTION: AS IN THE ORIGINAL *STARFOX*, ANDROSS'S VAST INTELLECT HAS ALLOWED HIM TO REDUCE HIMSELF TO JUST A GIANT HEAD – ALTHOUGH THIS TIME HE'S KEPT A PAIR OF HANDS TO AIM PSYCHIC ATTACKS!

BOSS GUIDE: ANDROSS'S INITIAL ATTACK CONSISTS OF PURPLE ELECTROBOLTS SHOT FROM EITHER HAND. TO AVOID THEIR KILL ZONE, KEEP HIGH AND SHOOT DOWNWARDS INTO HIS EYES. AFTER A SUFFICIENT NUMBER OF HITS, HE'LL RUB AN EYE WITH ONE HAND, WHILE THE OTHER RISES UP MAKING A PERFECT TARGET OF THE ENERGY BOX IN ITS PALM. ATTACK THIS, THEN RETURN TO ATTACKING ANDROSS'S EYES. REPEAT UNTIL BOTH HANDS HAVE BLOWN UP.

ANDROSS WILL NOW ATTACK BY TRYING TO SUCK YOUR ARWING INTO HIS MOUTH. BRAKE HARD AND ROLL AWAY TO AVOID THIS. IF YOU FAIL, ANDROSS WILL CHOMP DOWN ON THE ARWING, RIPPING OFF THE WINGS AND DRAINING ENERGY BEFORE SPITTING IT OUT. IF ANDROSS FAILS TO SUCK IN THE ARWING, HE'LL STILL SPIT OUT SOME ROCKS, WHICH CAN BE DESTROYED WITH A NOVA BOMB OR LASERS FOR POWER-UPS.

NOW THAT ANDROSS HAS LOST HIS HANDS, YOU CAN ATTACK THE HEAD DIRECTLY AND THE MONKEY-MASK IS SURPRISINGLY EASY TO BLAST AWAY. BEWARE THOUGH, AFTER THE EXPLOSIONS HAVE DIED DOWN, THE MECHANICAL SKULL WILL RUSH FORWARD AND TRY TO SMASH THE ARWING. BACK OFF, THEN POLISH IT OFF WITH LASERS AND NOVA BOMBS.



ON THE EASY ROUTE, THIS VICTORY WILL TRIGGER THE END SEQUENCE. ON THE HARD ROUTE, DESTROYING THE SKULL WILL SIMPLY EXPOSE ANDROSS'S BRAIN AND EYEBALLS (URGH!). YOU'LL NOW FIND YOURSELF IN A LARGE, CIRCULAR ROOM WITH 3D FREE RANGE MOVEMENT. IT'S A GOOD IDEA TO RETAIN A NOVA BOMB FOR THIS MOMENT: AS SOON AS THE CUT-SCENE ENDS FIRE IT DIRECTLY AT THE BRAIN. JUST BRIEFLY THE BRAIN AND EYES ARE CLUSTERED TOGETHER – A SINGLE NOVA BOMB CAN TAKE OUT BOTH EYES, EACH YIELDING A +5 BONUS. FIRE THIS AFTER ALL THE TEXT HAS APPEARED, A SECOND OR SO AFTER THE BATTLE PROPERLY BEGINS. THE TIMING IS A LITTLE TRICKY, BUT IF YOU FIRE TWO NOVA BOMBS ONE AFTER THE OTHER YOU'LL ALMOST CERTAINLY BE SUCCESSFUL.

OTHERWISE, THE EYES WILL QUICKLY SHOOT AWAY FROM THE BRAIN AND ORBIT ON THE END OF LONG ENERGY BEAMS. USUALLY THE EYES WILL FLY IN FORMATION, BUT IT IS POSSIBLE TO SPLIT THEM APART AS THEY HAVE INDEPENDENT TARGETING TO PURSUE AND RAM THE ARWING.

THE MOST EFFECTIVE TECHNIQUE NOW IS TO BRAKE AND MANOEUVRE SO YOU CAN FOLLOW BEHIND THE EYES UNTIL YOU CAN BRING FIREPOWER TO BEAR ON THEM. AT THIS STAGE, DIRECTLY ATTACKING THE BRAIN WILL SIMPLY RESULT IN A CLOUD OF YELLOW BLOBS BEING FIRED OFF AT YOU.

ONCE THE EYES HAVE BEEN DEALT WITH, THE BRAIN PROVIDES A TOUGHER CHALLENGE. COLLIDING WITH IT WILL CAUSE DAMAGE, BUT THE MAIN HAZARD IS GETTING CAUGHT IN THE TENTACLES AT ITS BASE. THESE WILL GRAB HOLD OF THE ARWING THEN CHOMP ON IT FOR A WHILE, MASSIVELY DRAINING ENERGY AND USUALLY RIPPING OFF A WING OR TWO. IF THIS HAPPENS, KEEP SPIN-BANKING TO ACTIVATE THE SHIELDS WHILE ACCELERATING/BRAKING TO GET FREE.

THE ONLY VULNERABLE SPOT ON THE BRAIN IS THE SOFT TISSUE NEAR ITS BASE, BUT ONCE YOU GET A FEW HITS ON IT THE REST OF THE BRAIN SEEMS TO SHRINK EXPOSING MORE TARGET TISSUE. HOWEVER, THE BRAIN WILL PERIODICALLY RIPPLE INTO INVISIBILITY AND WARP AROUND THE ARENA.

THE BEST TACTIC IS TO BE PATIENT AND MANOEUVRE YOUR ARWING SO THAT IT'S FOLLOWING THE BRAIN AROUND. TUCK IN BEHIND, BANK AND BRAKE HARD AND YOU SHOULD BE ABLE TO PULL ITS VULNERABLE REAR SECTION INTO YOUR GUNSIGHTS ALMOST AT WILL. A COUPLE OF HITS WITH BLUE LASERS SHOULD POLISH IT OFF QUITE EASILY. IF YOU'RE HAVING TROUBLE WITH THIS, ACCELERATE UNTIL YOU'VE GOT A BIT OF DISTANCE BETWEEN YOU AND THEN BANK AROUND TO BRING THE BRAIN INTO YOUR SIGHTS. YOU'LL BARELY HAVE TIME TO GET A HIT OR TWO IN BEFORE YOU SHOULD TURN AWAY – NOTHING'S MORE DANGEROUS THAN GOING HEAD-TO-HEAD WHEN THOSE BRAIN TENTACLES CAN SO EASILY CRUNCH UP YOUR ARWING.

WHEN YOU SUCCEED IN KILLING ANDROSS'S BRAIN, THE ARWING WILL BE THROWN CLEAR OF VENOM ONLY TO ENTER A SPACE STATION WHERE FOX WILL FIND HIS FATHER. THE OLD GUY STILL HAS WHAT IT TAKES AND WILL SHOW FOX THE ONLY ESCAPE ROUTE. AS THE SPACE STATION EXPLODES BEHIND YOU, KEEP PRESSING THE ACCELERATE BUTTON TO KEEP AS CLOSE AS POSSIBLE TO FOX'S DAD. THE ROUTE SEEMS TO VARY EACH TIME YOU PLAY, SO IT'S ESSENTIAL YOU KEEP CLOSE. TAKE THE WRONG TURN OR LOSE TOO MUCH ENERGY AND YOU'LL LOSE A LIFE, BUT FORTUNATELY THE RESET POINT IS AT THE START OF THE ESCAPE STAGE. ONCE CLEAR, THE END SEQUENCE BEGINS!



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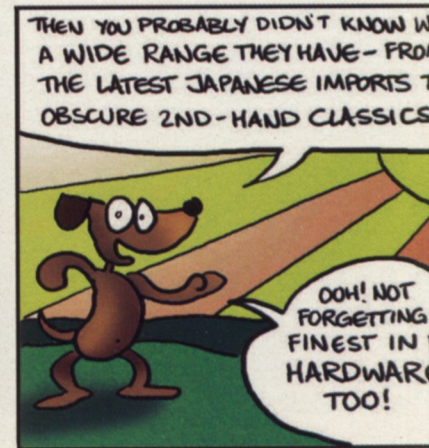
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ANOTHER FOGGY DAY AT THE RACETRACK.



THE TWO-PLAYER MODE IS EXPANSIVE, BUT WILL IT BE FAST?



COURSES INCLUDE ON- AND OFF-ROAD SECTIONS.

TOP GEAR

Ninfo



Publisher: Kemco/Midway Game Type: Racer
Developer: Boss Game Studios Origin: USA

Import Release: September
UK Release: TBA

The N64's second RALLY game, and still no sign of that little CHIPMUNK bloke from the TELLY!



AFTER THE YAWNSOME disappointment that was *Multi Racing Championship*, the next contender in the quest to give the N64 a realistic racing game that can outperform *Sega Rally* or *Rage Racer* is Kemco's *Top Gear Rally*. It looks like it could be a definite contender for the cup as well – it's got more cars, more tracks and it doesn't have the same cretinous commentator as Imagineer's effort!

Top Gear Rally has nine cars available (along with, it is rumoured, a pair of secret vehicles that become available once you've achieved

enough victories) and have an even greater degree of customisation available those in *MRC*. As well as being able to adjust suspension settings, fit different types of tyres and the like, you can even give your car a custom paint job and save it out

to a Controller Pak. Get ready for a flood of obscene logos!

A major feature of the game, and another which ought to set it apart from *MRC*, is its simulation of real-world physics. If you're worried that this conjures up images of boffins in white coats droning on about potential energy, don't worry – in *Top Gear Rally*, it means that if you put two wheels up on an embankment at high speed, your car's going to roll over like a puppy with no left legs!

The four tracks (as with the cars, there is apparently a fifth, hidden, track somewhere within the game) over which your car is going to bounce like a spacehopper are huge, and as you can see from the screenshots are a lot more open than *MRC*'s constricted courses.

The tracks are also affected by changing weather conditions like blizzards and rainstorms, which makes their already treacherous hairpins, bumps and drops even more tricky to negotiate. The landscapes on offer are desert, coastline, mountain and jungle – there may also be a mirror mode to give extra variety. The tracks are a lot bigger than those in *MRC*, and have



THRASHING AROUND A CORNER ON THE DESERT TRACK. THERE ARE FOUR SELECTABLE COURSES IN ALL.



HMM, THOSE HEADLIGHTS LOOK A BIT IFKY...

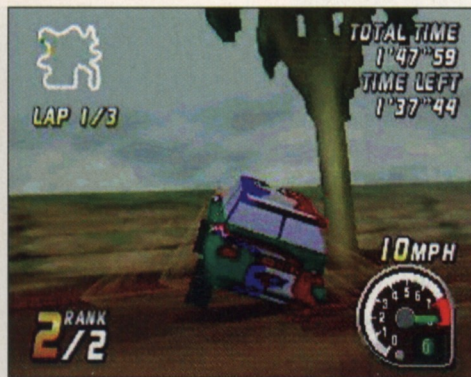


"OKAY, THE GUY IN THE TALBOT SUNBEAM'S GOT TO BE AHEAD OF US SOMEWHERE... AAARGH!"

Kemco could



THE RACE FOR THE MORNING PAPER WAS ALWAYS TOUGH.



I DON'T CARE, I'VE GOT AN AIRBAG.



TOP GEAR RALLY HAS SOME ATMOSPHERIC LIGHTING EFFECTS.

RALLY



GET READY FOR PAINT JOBS THAT WOULD MAKE EVEN MAX POWER READERS SICK IN THE CUSTOMISATION SCREEN!



THE ALIENS' TRACTOR BEAMS PUT PAID TO PADDY HOPKIRK'S COMEBACK.



THE START OF ANOTHER BITTERLY CONTESTED HEAD-TO-HEAD RACE.

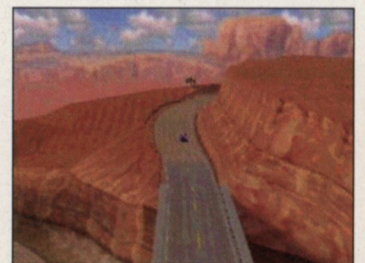
plenty of secrets to discover. You aren't given any warning of possible shortcuts, but have to discover them for yourself. If you're willing to take the risk, you can attempt to ford rivers and hack through forests in order to cut those precious seconds from your lap time. The gamble is that what looks like a potential shortcut might turn out to be impassable, and cost you the race...

Top Gear Rally offers four different modes of play. Arcade is, as the name suggests, an action-oriented, less

realistic version of the game where winning is all that counts. Championship mode requires more attention from the player, as the cars have to be customised for the conditions, and are a lot more prone to taking impromptu flying lessons if corners are taken too fast. Time Attack is, to nobody's great surprise, a time trial mode, and you can probably guess for yourself what happens in Practice.

The question that remains about *Top Gear Rally* is whether it will be fast

enough – as we reported in our E3 feature last month, the version of the game on show in Atlanta wasn't really any faster than *MRC*. The absence of any real adrenaline-pumping speed was a point against *MRC*, and a similar lack of whizziness might also cause problems for *Top Gear Rally*. However, Boss Film Studios have claimed that the final game will be faster than the E3 preview – if it is, then Kemco could soon be spurting champagne all over the podium in a suggestive manner!



THE SCENERY IS QUITE EXPANSIVE, AS PROVEN BY THIS LONG SHOT OF THE DESERT.

Prospects: PROSPECTS: IF THEY CAN TURN ON THE TURBOS, *TOP GEAR RALLY* COULD BE A WINNER!

spurting champagne all over the podium!



SHIP AHOY! JUST A FEW OF THE HUNDREDS OF VEHICLES YOU CAN ROAM AROUND IN.



THE ALIENS LOOK LIKE GIANT INSECTS, BUT YOU'LL NEED MORE THAN RAID TO DEFEAT THEM.

BODY HARVEST

Forget Farmer PALMER – this LOT are saying 'Get orf moi PLANET!'



A WW1 TANK IS PROBABLY NOT MUCH OF A MATCH FOR AN ALIEN SWARM.

Ninfo



Publisher:
Developer:

Nintendo
DMA Design

Game Type:
Origin:

Shoot'em-up
UK

Import Release:
UK Release:

TBA
TBA



ALL THOSE ERICH VON

Daniken types who pop up in *Alien Encounters* magazine claiming that humans were planted on Earth by aliens are right. The bad news is, in *Body Harvest*, that humanity was quite literally planted – we're the aliens' equivalent of Weetabix, and they've just woken up after a 10,000 year nap and are looking for a nutritious breakfast!

Nintendo engaged *Lemmings* creators DMA Design to come up with

an N64 game that had a bit more edge than their own in-house titles, and you can tell just from the title that anthropomorphic animals and cuddly characters are most definitely not on the menu. The game begins in the year 2050, when the last surviving humans have obtained a means of time travel. The player, as a rock-hard commando, has to travel to different time zones where the temporally-aware aliens are engaged in their grisly cropping and wipe them out before too many humans end up as humus.

Body Harvest's action takes place over a series of fully explorable 3-D landscapes, which the player traverses with the help of – count 'em – over 130 different vehicles! Whether you go by air, sea or land, there's a mode of transport to suit any eventuality, from 21st century tanks and jet fighters down to biplanes, cars, boats and even an ice cream van if you feel like sneaking a

quick 99 between bouts of alien slaughter.

The aliens are a genuinely unpleasant bunch, repellent giant insectoids who swarm over the Earth rounding up humans ready for a blood-drenched feast. The objective in each time zone is to destroy their power source, preventing them from returning to their own time and space, and then ruthlessly exterminating the compound eyed scum before they can kill anyone else. The aliens aren't defenceless by any means – as well as their own formidable armoury of chitinous claws, blades and mandibles, if you cause them too much trouble they can despatch mutants to hunt you down and kill you! Rid the Earth of its xenomorphic infestation and the final task, the cleansing of the heavily defended alien homeworld, awaits you before humanity is truly free!

Body Harvest is one of the few upcoming N64 games that isn't based

on an earlier title or a licence, and this freedom for an established format looks like it might pay off with an exciting, original and hard-hitting experience. Aliens are always a good enemy, and with this lot not having any *Starfox* fluffiness about them their gruesome destruction should make for a really satisfying blast!

Prospects: GET READY FOR A HARVEST FESTIVAL!



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SONIC WINGS

Ninfo

Players



Cartridge



64 M.



Cartridge Pak



Publisher:
Developer:

Video System
Paradigm

Game Type:
Origin:

Flight sim
USA

Import Release:
UK Release:

October
TBA

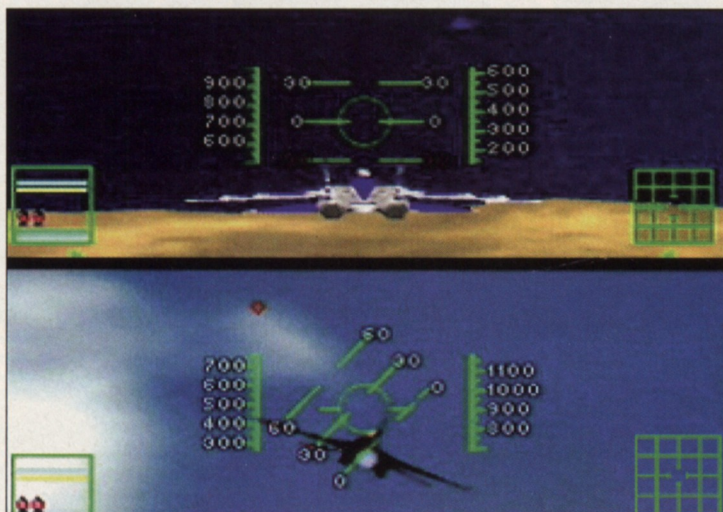


SONIC WINGS ASSAULT (OR Aero Fighters Assault, as it'll be called in the West) comes from Paradigm, the simulation specialists who brought *Pilotwings 64* into the world. This time there's going to be no poncing about with hang gliders or Little Nellie-style autogyros though – *Sonic Wings Assault* stars a full compliment of death-from-above machinery of the sort that Saddam Hussein's armies weren't happy to see. Watch your head, or it'll get blown off!

The game itself is a cross between a flight simulator and an arcade shoot-'em-up like *Afterburner*, so while it's got believable flight handling you don't have to worry about 300-page manuals and 17 million keys to press like PC flight sims! It's still pretty realistic though, as you can see from the shots we've got here. The planes you can choose from are based closely on real aircraft like the F-14 Tomcat and A-10 Thunderbolt, and there are six in all to

choose from – four standard aircraft, and another two hidden ones. The planes that you don't choose for a particular mission are used by your wingmen, who can help you out during a dogfight if things start to get hairy. Rescue them from certain death at the hands of some nutter in a MiG, and they'll even fly alongside you when it's time to take out the boss at the end of the level! The bosses in *Sonic Wings Assault* take the form of big and nasty pieces of megadeath hardware, including stealth bombers, Red October-type submarines and even a giant mobile fortress!

Details of all the levels aren't known yet – there will be at least ten of them, probably with some bonus stages thrown in – but those which have been confirmed include Tokyo and/or New York, depending on which version of the game you play (where you have to pick your way through the skyscrapers in order to take out enemy troops on the ground), the Pacific Ocean, the Grand Canyon, the Andean mountains, a cloud level where the player has to rely on radar to locate enemies and the Arctic (or maybe the Antarctic – snow and ice looks the same



THE TWO-PLAYER GAME FEATURES DOGFIGHTS BETWEEN STRANGELY SQUASHED AIRCRAFT.

Watch your head, or it'll g



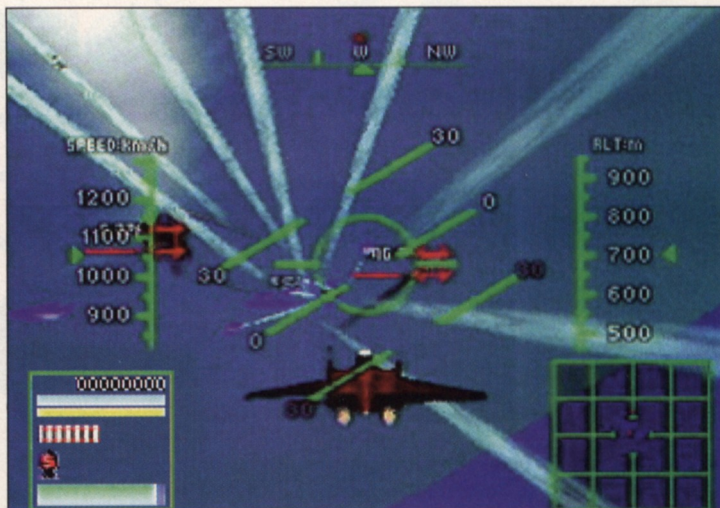
IF THE 'ELITE REPUBLICAN GUARD' WERE SO ELITE, HOW COME THEY WERE WIPED OUT IN ABOUT 30 SECONDS FLAT?



COMING IN LOW OVER THE DESERT. GO ON, FLY THROUGH THAT HOOP. YOU KNOW YOU WANT TO.



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FOX TWO, FOX TWO! MISSILES LEAVE REALISTIC TRAILS IN THEIR WAKE.

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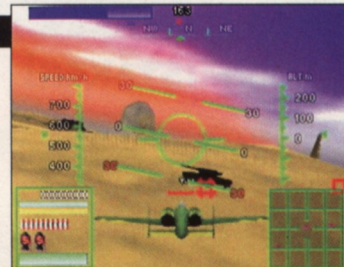


URBAN MISSIONS REQUIRE YOU TO DODGE BETWEEN SKYSCRAPERS.



THE OTHER PLANES ARE EITHER A LONG WAY OFF, OR I'M BEING ATTACKED BY BATS!

ONCE AGAIN, THE GIANT FRENCH FLAG HAD BROKEN FREE OF ITS POLE AND WAS CAUSING TROUBLE ABOVE THE BATTLEZONE.



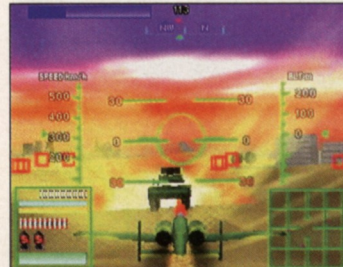
TRANSPORT HELICOPTER VERSUS VERY FAST JET FIGHTER. LADBROKES WOULDN'T EVEN OFFER ME ANY ODDS.



THE END OF OLD TRAFFORD WASN'T FAR OFF AS A CHELSEA-SUPPORTING PILOT PREPARED TO NAPALM IT!



AN ENEMY MIG-25 FOXBAT, JUST BEFORE IT GOT TORN TO PIECES BY A PACK OF FLYING HOUNDS.



LOOK, WE SAID DESTROY THE TANKS, NOT IMITATE THEM. SOME GOON DECIDES TO FIND HIS PLANE'S MINIMUM ALTITUDE!

Prospects: PILOTWINGS WITH 20MM CANNON AND MISSILES, AND A TWO-PLAYER DOGFOIGHT GAME. COULD YOU ASK FOR MORE?

discovered in *Pilotwings* is in here as well? (Thought it looked more like Elvis myself!)

Sonic Wings Assault also has a two-player mode, so that budding Mavericks and Icemen can face off against each other and find out who really is top gun without having to get their teeth capped and fart about playing volleyball. This is something we're looking forward to here at 64 MAGAZINE – racing against people in cars is one thing, but blasting them into oblivion with a Sidewinder missile is altogether cooler! This mode doesn't look to have the same amount of detail as the one-player game, but so long as the speed's kept up that really doesn't matter!

With Paradigm's experience behind it, *Sonic Wings/Aero Fighters Assault* looks like it'll be quite an experience, whatever name it goes under. Watch the skies for a review soon!



Ninfo



Publisher:
Developer:

Ubi Soft
Human

Game Type:
Origin:

Racer
Japan

Import Release:
UK Release:

1 October
TBA

F1 POLE POSITION

88

It's *Human GP*, unless I'm very much **MISTAKEN...** and I **AM** very much **MISTAKEN!**



IF YOU THINK THIS GAME looks a bit familiar, you'd be right – *F1 Grand Prix* is *Human GP* (reviewed in issue 2) in new, officially approved fireproof togs. Ubi Soft have obtained the



READY FOR THE OFF AT MELBOURNE. CAN'T REMEMBER WHICH CAR THIS IS, BUT IT'S PROBABLY A CRAP ONE.

official FOCA F1 licence, and in order to get the game out as quickly as possible have slapped it onto a pre-existing game. Cynical or what?

However, there's more to it than that – *Human* are rewriting the game so that it's more than just *Human GP* with a new paint job and the stupid spoonerised drivers removed. No more Hamon Dill and Sichaël Mihumacher! Instead, all the current F1 teams and drivers are included, and the entire game has been given a massive update to its graphics so that it's a lot faster and smoother than the original Japanese version. There's much less pop-up on the scenery as well. About time, too.

One of *Human GP*'s best features was its big ornate trophyload of



AT THAT HORRIBLE MOMENT, THE REAR JACK BLOKE REMEMBERED WHAT HE'D DONE WITH HIS FAG-BUTT.

options for adjusting the car, and this has been kept in *F1 Pole Position* so that you can make sure your car is perfectly set up for the track and weather conditions you'll face, with the bonus that you can pretend you're really driving a Ferrari rather than just some random red car! It doesn't look like you can have public slanging matches with your team boss, though.

You can choose to drive a single race, fight through an entire championship season of 16, or even engage in a Battle Mode! In this, it's just you versus one other driver, so you can choose to be Damon Hill in his Reliant Robin – sorry, Arrows – and barge Schumacher off the road at the first corner! Should be popular in Britain...

All the season details and car setups can be saved to a Controller Pak, since it's a bit much to ask anyone to play an entire 16 race season in one sitting. The new game also includes details on



MICHAEL SCHUMACHER'S FERRARI POWERS PAST THE STANDS. SPIN, YOU BASTARD, SPIN!

all the real life teams and drivers, as well as the lap records at each of the actual tracks. Can you beat them?

Human GP was a pretty good game, and the enhancements ought to make *F1 Pole Position* even better. No Murray Walker though – pah!

Prospects: IF THE GAMEPLAY'S BEEN IMPROVED AS MUCH AS THE VISUALS, IT SHOULD TAKE THE CHEQUERED FLAG!



SET ABOUT YOUR MOTOR WITH SPANNERS FOR MAXIMUM PERFORMANCE.



I MISS THE DAYS WHEN JAMES HUNT USED TO NIP OUT TO 'LOOK AT CONDITIONS ON THE OTHER SIDE OF THE CIRCUIT'.



ONCE THESE CAPTIONS ARE WRITTEN, I'LL BE DOING SOMETHING PRETTY SIMILAR MYSELF. WHERE'S MY LIGHTER?

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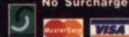
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THAT'S A GIANT LEAP FOR ALL MANKIND.



AW, COME ON, THAT PUNCH WAS NOWHERE NEAR HIM!



BIT OF A WASTE OF MONEY RENTING THE RING, REALLY.

Ninfo

Players



Cartridge



Rumble Pak



Publisher:
Developer:

THQ
THQ

Game Type:
Origin:

Sports
USA

Import Release:
UK Release:

November
TBA

WCW VS NWO: WORLD TOUR

No black
HELICOPTERS,
just black **TIGHTS**
– the New World
Order are **TAKING**
on the WCW!



DOES ANYBODY STILL GIVE A
toss about wrestling? It was
big for about five minutes a

few years ago, before the Power
Rangers came along and relegated
Hulk Hogan merchandise to the
bargain bins at Woolworths. Bring back
Big Daddy and *World Of Sport*, we say.

The latest incarnation of American
pro wrestling still features a bunch of
burly blokes in daft costumes
pretending to hurt each other, but
now it's been torn asunder by the split
into the WCW (World Championship
Wrestling) and the NWO (New World

Order), the former being 'good guys'
and the latter a bunch of black-clad
'rebels', the 3,000 year old Hulk
Hogan among them. The whole split
business is of course a carefully
organised bit of publicity, just like the
so-called sport as a whole, but what
the hell – it keeps people's money
away from monster truck racing!

WCW vs NWO: World Tour comes
from THQ, a company whose Nintendo
pedigree has to date provided one
halfway decent game (*SeaQuest DSV*
on the Super NES) and bugged all else
of any cop. This could change, though
– *World Tour* at least looks the part,
and given a decent control method
could do a good job of simulating the
real thing. Or not simulating it, as the
case may be – since the real thing
involves grown men in leotards
gurning in faked pain as ham-like fists

miss their faces by several inches and
following a script as choreographed
as a John Woo fight scene (but
without the gunplay), perhaps it's
better that the game actually lets the
fighters make contact!

The men in lycra aren't limited to
the confines of the squared circle –
WCW vs NWO allows contestants to
leave the ring and chase each other
around the crowd, the camera
zooming in and out to accommodate
the action. This gets particularly hectic
in the four-player modes, one of which is
a free-for-all where the last man left
standing wins! Unusually for a
fighting game, there are no energy
bars – instead, you have to judge your
wrestler's health by the wobbliness of
his legs! If you see someone
staggering around the ring looking as
though they've just downed ten pints



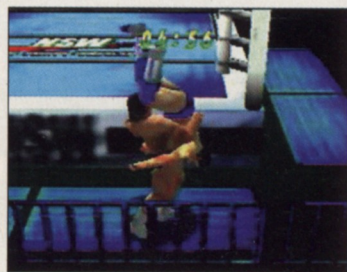
THE CAMERA ZOOMS IN AND OUT SO ALL
THE PLAYERS ARE COVERED.

of Stella Artois with whisky chasers,
then they're probably a prime target
for one of those ridiculously over the
top Atomic Thunderbuster moves. Oh
no, hang on, that was *Metal Mickey*,
not wrestling...

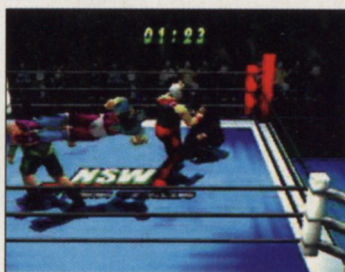
With a full set of WCW and NWO
wrestlers in the game, all with their
own crowd-pleasing special moves,
fans of grunt 'n' grapple won't have to
watch obscure cable sports channels
to get their fix any more. The game is
even Rumble Pak compatible, so you
can get the full feeling of being
pounded into the mat by some
sweating 20 stone gimp with bad hair
and over-tight shorts. Eeurrgh!

WCW vs NWO: World Tour is due to
roar into the arena on import in just
two months' time – we'll be there
to find out whether it fills its
tights!

Prospects: IT MIGHT BE A GREAT
PARTY GAME IF DONE RIGHT – BUT
HAS WRESTLING HAD ITS DAY?



REVOLTING SWEATY GUSSET ACTION – IT'S
ALL HERE!



THE GROWTH ON HIS FOREHEAD WAS
STARTING TO TAKE ON A HUMAN SHAPE...



FIGHTS AREN'T LIMITED TO THE RING – YOU
CAN GIVE THE GRANNIES A CLOSE VIEW!



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SECRET CHARACTER EARTHWORM JIM IS A SECRET NO LONGER!



FAT BLOKES. THEY'RE ALWAYS GOOD FOR A LAUGH!



CAN'T RESIST THE OLD 'BIG HAND FOR LING POW' JOKE.



BONKER THE CLOWN WAS RUBBISH ON THE SNES, AND HE'S THE SAME HERE!

Ninfo

Players

Cartridge

64 M

Sumo

Publisher:

Developer:

Interplay

Game Type:

Beat-'em-up

Import Release:

USA

UK Release:

September

TBA

Origin:

Interplay

Game Type:

Beat-'em-up

Import Release:

USA

UK Release:

September

TBA

Origin:

Interplay

Game Type:

Beat-'em-up

Import Release:

USA

UK Release:

September

TBA

CLAYFIGHTER 63¹/₃

Get ready to **RUMBLE** with a bunch of **CLAYBOYS**!



WHAT'S WORSE THAN A BAD

joke? A bad joke being told over and over again! What's worse than a bad joke? A bad joke being told over and over again! (Repeat until dead.) The problem with so-called 'funny' computer games is that gameplay often comes second to gags, and the gags aren't that good to begin with. A bit like *Space Cadets* on Channel 4, really!

Interplay are hoping that the curse of comedy won't strike their new game *Clayfighter 63 1/3*, though the title's worn thin already. It's a sort of sequel to the *Clayfighter* games on the SNES, and is a cross between *Street Fighter* and *Wallace & Gromit*. The weird and hopefully wonderful characters are all

made out of modelling clay, and have some of the most bizarrely animated special moves since *War Gods* (although in *Clayfighter* it's deliberate).

Clayfighter features twelve 'normal' characters, as well as a number of secret ones like Earthworm Jim. Whether you choose tramp-turned-policeman Hobocop, evil snowman Bad Mr Frosty or the bloated, culture-crossing Sumo Santa, your fighter can stretch, bloat, morph and generally deform into a variety of ridiculous special moves. The aim of the game is to squash your opponent into a sticky brown mess!

The game that *Clayfighter* resembles the most is *Killer Instinct Gold*, as it has 3-D backgrounds (at the

start of a round, the camera makes an impressive flight around the arena before zooming in on the contestants) with 2-D animated characters dropped into the foreground. Fog and special lighting effects have been added on some stages to give things an extra bit of graphical flash.

The disappointing thing about *Clayfighter* is that the fighters don't look anywhere as near as good as they did in our first glance at the game in issue 2. The N64 might be based on Silicon Graphics technology, but there's still a world of difference between high-res workstation mockups and the blurred stuff we often end up with! *Clayfighter* looks especially fuzzy at this stage, and the animation is often a bit jerky, but hopefully the gameplay will be good enough to keep people from looking too closely.

Being a spoof game, *Clayfighter* often parodies other well-known beat-'em-ups, with *Mortal Kombat* coming in for a much-deserved battering. Each character has a set of three jokey



BOOGERMAN VERSUS THE BLOB ON A GIANT STONE TOILET, BY THE LOOK OF IT.

fatalities, and like certain *MK* stages, defeated enemies can be knocked right off the screen to land in another level! All that remains to be seen is how well *Clayfighter* plays, and if there is still a good beat-'em-up under the clay once the comedy value is gone (which will probably be in less than a day!). Will the N64 ever get a good fighting game? Let's hope this is the one!

Prospects: ONCE THE JOKE'S STOPPED BEING FUNNY, IT'S ALL DOWN TO THE GAMEPLAY – AND SNES *CLAYFIGHTER* WASN'T SPECTACULAR...



T HOPPY? IT'S A PISS-TAKE OF *KILLER INSTINCT*'S T J COMBO! OH MY SIDES!



LOCK JAW POOCH – THE WORLD'S UGLIEST DOG.



THE CHANGING CAMERA ANGLE CAN BE SEEN HERE, BUT THE FIGHTERS ARE 2-D.

Jeopardy!/ Wheel Of Fortune

Ninfo Players: 1 2 3 4 Cartridge: 64 M+ Rumble Pak: No Publisher: Gametek/Take Two Game Type: Quiz show Import Release: Autumn (US) Developer: Gametek Origin: USA UK Release: TBA

JEOPARDY!

What is... an **AMERICAN** game show all but **UNKNOWN** in the UK?

It's **JEOPARDY!**, THAT'S WHAT, the game where the answers are already provided – all the

contestants have to do is come up with the right questions. *Jeopardy!* has, along with *Wheel Of Fortune*, been one of America's top-rated TV shows for years, and has attracted celebrity guests like David Duchovny, Stephen King and Cliff from *Cheers*.

This new N64 update of the game features over 4,000 answers drawn from 650 different categories, and the quizzular action takes place in a rendered version of the real sets, complete with a pixelised doppelganger of host Alex Trebek. Up to three players can compete with each other at once, or a lesser



REAL PEOPLE HAVE BEEN DIGITISED TO ACT AS CONTESTANTS. WELL, REAL-ISH.

number can take on computer-controlled opponents. Hmmm... seeing as they already 'know' the answers (or questions – this gets confusing), the stakes could be a little bit in their favour!

Since a quiz show game isn't exactly the state of the art for the Nintendo 64, the American releases of *Jeopardy!* and *Wheel Of Fortune* will appear at a lower than usual price. It's unsure yet whether British distributors Take Two will follow a



BRITISH INVASION, EH? WHAT IS... THE BEATLES, PROBABLY.

similar tack over here.

The main stumbling block with the British release of *Jeopardy!* is, of course, the minor hitch that the real-life quiz show has never caught on over here, despite several attempts. Now, an N64 version of *Lenny Bennett's Lucky Ladders* – there's something!

Prospects: WHAT IS... A GAME WITH A LIMITED CHANCE OF BRITISH SUCCESS?

Written by Andy McDermott

93

WHEEL OF FORTUNE

Sally **RIDE**, as that annoying Billy Joel **SONG** went. Yo DJ, **SPIN** that **WHEEL**!

Ninfo Players: 1 2 3 4 Cartridge: 64 M+ Rumble Pak: No Publisher: Gametek/Take Two Game Type: Quiz show Import Release: Autumn (US) Developer: Gametek Origin: USA UK Release: TBA

QUIZ SHOWS, COMPUTERS – not an ideal mix. Just think of the fun we could have if

someone did it properly. Paul Daniels in *Wipeout 2097* – hunt down the beslapped wand-waggler from your antigravity death machine and make him disappear permanently. I like it – yes a lot! Or maybe *Strip Countdown*

(impress Carol Vordermann with your lengthy vocabulary), or *The Termination Game*.

Instead we get *Wheel Of Fortune*, and this particular version isn't even the British one wiv gahwmless Essex gerwl Jenny Powell showing off her pins and cleavage while revealing phrases that only the dullards taking

part can't figure out. Vanna White takes on the 'spinning the letters around' role in this glorified cross between roulette and hangman. Like *Jeopardy!* (above), *Wheel Of Fortune* takes place in a 'virtual set' modelled on the real one, and also has digitised presenters and contestants. The only things missing are the prizes, which makes the whole affair rather pointless when you think about it!

Wheel Of Fortune has 4,000 puzzles to solve, and lets three people play simultaneously, just like the real thing. Moving into the realms of the bizarre, the analogue stick is used to spin the wheel (so you can either be like the inevitable feeble granny who can only move it two segments, or send it whizzing around like a bastard) and in a really barking move, the game is even Rumble Pak compatible!



VANNA WHITE, THE HOSTESS WITH THE LEAST. WE WANT JENNY POWELL!

Feel every click as the wheel spins! I for one can't wait.

The best thing about *Wheel Of Fortune*, of course, is that neither Nicky Campbell nor Bradley Walsh will appear. Good!

Prospects: AT LEAST PEOPLE IN BRITAIN HAVE HEARD OF IT. A CHRISTMAS QUIZ HIT?

Written by Loz Cooper

64 magazine Volume 5 1997

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NINDEX

The Nindex is the **AUTHORITATIVE** guide to Nintendo 64 software, detailing **EVERY** game we've ever **REVIEWED** (and some we haven't, on the grounds that they're just too **OBSCURE**). Both official releases and import games are **COVERED**, giving you all the information you **NEED** when deciding what games to buy. It's **ALL** here!

BLAST CORPS

Publisher: Nintendo
Reviewed: Issue 3

An excellent combination of racing game, shoot-'em-up and nerve-scraping puzzler. Try to prevent a nuclear disaster by safely guiding a runaway missile carrier through each level - by destroying everything in its path! Addictive fun, but not that long-lasting.

88
percent

CRUIS'N USA

Publisher: GT Interactive
Reviewed: Issue 1 (import)

Absolutely pathetic attempt at a racing game, redeemed only by... well, nothing, actually. It's utter rubbish, but terrifyingly isn't the worst game out on the N64.

31
percent

DARK RIFT

Publisher: Vic Tokai
Reviewed: Issue 4 (import)

A beat-'em-up which looks extremely nice (with 60 frame per second graphics) but plays like a compendium of every other fighter ever written, so is rather dull. Nothing special.

60
percent

DOOM 64

Publisher: GT Interactive
Reviewed: Issue 1 (import)

Graphically upgraded but otherwise unsurprising update of the aging PC classic. Fun for a while, but looks very old hat when compared to games like *Turok* and *Goldeneye*.

81
percent

DORAEMON

Publisher: Epoch
Reviewed: Issue 3 (import)

The first (but undoubtedly not the last) *Mario 64* clone, which plays almost identically to the Nintendo game, except not as well. Loads of Japanese text and extreme easiness hinder playability.

50
percent

GOLDENEYE



DARK RIFT



GANBARE GOEMON



FIFA 64

Publisher: EA Sports
Reviewed: Issue 2

Completely awful football game that is kicked off the field by Konami's *ISS 64*, yet still became a best-seller purely on the strength of its name. You *can* fool some of the people all the time.

29
percent

GANBARE GOEMON

Publisher: Konami
Featured: Issue 5 (import)

Wild and wacky follow-up to the popular Super NES series of *Goemon* games, which in its current form suffers from a lack of action and a surfeit of Japanese text which makes puzzle solving all but impossible.

70
percent

THE GLORY OF ST ANDREWS

Publisher: Seta

Reviewed: Issue 3 (import)

Now here's the worst game on the N64... so far. This abysmal golf game suffers from inaccurate controls, lousy graphics and a general air of shoddiness. Avoid at all costs!

25
percent

Go! Go! TROUBLEMAKERS

Publisher: Enix

Reviewed: Issue 4 (import)

Although a 2-D platform game looks out of place amongst the N64's 3-D wizardry, *Troublemakers* is actually surprisingly playable, with plenty of variety and a lot of clever touches. Once you've got past the Japanese text, though, it's fairly easy.

80
percent

GOLDENEYE

Publisher: Nintendo

Featured: Issue 5 (import)

An absolutely superb title which takes first-person games to a new level, and also lets you relieve your bloodlust into the bargain! Bond is back in a game that showcases what the N64 is really capable of.

96
percent

HABU SHOGI

Publisher: Seta

Featured: Issue 3 (import)

Shogi is a variation on chess, but since we don't know the rules and the text is in Japanese, reviewing this would be a meaningless and futile action.

N/A

HUMAN GRAND PRIX

Publisher: Human

Reviewed: Issue 2 (import)

An okay-but-nothing-special Formula One racing game, only without an official licence so it's full of drivers like Hamon Dill. Comes across like a tarted-up Super NES game.

78
percent

Go! Go! TROUBLEMAKERS



64 ISS 64

Publisher: Konami
Reviewed: Issue 3

If we went in for changing scores after the initial review, we'd be tempted to knock this up by a couple of percent. It's a great single player game, an awesome multi-player experience, and quite simply the best football game ever.

91
percent

KILLER INSTINCT GOLD

Publisher: Nintendo

Reviewed: Issue 3

Nintendo's entry into the beat-'em-up market is a playable if not stunning 2-D fighter, which relies on ultra-speed and massive combos for playability. Fun in short bursts, but not something you'll keep coming back to.

75
percent

LYLAT WARS/STARFOX 64

Publisher: Nintendo

Reviewed: Issue 2 (import)

Spectacular shoot-'em-up which really shows off what the N64 can do when it's pushed. Those who've played *Starfox/Starwing* on the Super NES might have a feeling of déjà vu in play, but it's still tremendous fun.

95
percent

MAHJONG MASTER

Publisher: Konami

Featured: Issue 3 (import)

If you A: don't know the rules of Mahjong, and B: don't know Japanese, there's no point whatsoever buying this game.

N/A

MAHJONG 64

Publisher: Koei

Featured: Issue 3 (import)

As with Konami's Mahjong game, this is likely to have an *extremely* limited appeal in the UK (we reckon, oh, two people *might* be interested), hence the lack of a review.

N/A

64 MARIO KART 64

Publisher: Nintendo
Reviewed: Issue 3

Superb racing game for one to four players, which did a Prodigy on its release by outselling all the other games in the all-formats chart put together! Let down only by a lazy and slow PAL conversion and a new Battle Mode which is too complex to be fun.

94
percent

MULTI RACING CHAMPIONSHIP

Publisher: Imagineer

Featured: Issue 5 (import)

The N64's first 'proper' racing game, if you don't count *Cruis'n USA*, and let's face it,

67
percent

MARIO KART 64



The Games Nindex

97

LYLAT WARS/ STARFOX 64



SHADOWS OF THE EMPIRE



who does? Although praised to high heaven by other mags, we found it disappointing in the extreme as it is almost totally lacking in challenge.

MORTAL KOMBAT TRILOGY

Publisher: GT Interactive

Reviewed: Issue 3

Boring, bland and as up-to-date as a 78 of Arthur Askey tunes, *Mortal Kombat* goes down the krupper with this update too far. Only *MK* mugs could like it, but there seems to be a worrying number of them around.

62
percent

NBA HANGTIME

Publisher: Midway

Reviewed: Issue 2 (import)

Mediocre basketball game which looks very similar to the Super NES's *NBA Jam*, but doesn't play as well. The four-player mode provides some brief fun, but nothing that lasts.

60
percent

PILOTWINGS 64

Publisher: Nintendo

Reviewed: Issue 1

A game which divided opinion – some were entranced by its freeform airborne gameplay and realistic flight handling, while others thought it lacked focus and was too 'drifty'. For those who get into it, there's plenty to do, and it looks superb.

89
percent

POWERFUL PRO BASEBALL 64

Publisher: Konami

Featured: Issue 3 (import)

Given baseball's lack of popularity in Britain and the enormous amount of Japanese options, we thought we'd hold off on reviewing this until an American conversion appears...

N/A

PRO BASEBALL KING

Publisher: Imagineer

Featured: Issue 3 (import)

Again, as with Konami's baseball game, we decided it wouldn't be fair to review this until a comprehensible version appears.

N/A

SHADOWS OF THE EMPIRE

Publisher: Nintendo

Reviewed: Issue 1

Another opinion polariser; tightly-crafted *Star Wars* adventure classic, or ropey *Doom* clone with blurry backgrounds and hackwork gameplay? The review score says the former, but we suspect time won't be very kind to it.

88
percent

SUPER MARIO 64

Publisher: Nintendo

Reviewed: Issue 1

The N64's first game, and for a long time the only one which showed off the machine's true abilities. The fact that it took us four issues to print the full solution shows just how much there is to do! A genuine classic.

95
percent

TETRISPHERE

Publisher: Nintendo

Reviewed: Issue 5 (import)

A pseudo 3-D variation on the classic falling block puzzle, where matching blocks have to be grouped on the surface of a sphere. It gets more addictive as it goes on, but isn't a match for the Game Boy original.

77
percent

TUROK: DINOSAUR HUNTER

Publisher: Acclaim

Reviewed: Issue 2

Considering the title, there's a marked shortage of dinosaurs in this game! *Turok* is a souped-up *Doom*, with lush graphics and OTT gore, but the promise of the early levels eventually deteriorates into lots of wandering around mazes. Good but not great.

82
percent



WAVE RACE 64

Publisher: Nintendo

Reviewed: Issue 1

"*Wave Race 64* alone justifies the cost of the N64," burred our reviewer excitedly, and that was when the N64 cost £250! We wouldn't go that far, but it's still an excellent game, the jetskis having great handling as they crash through amazingly real seascapes.

94
percent

WAYNE GRETZKY'S 3-D HOCKEY

Publisher: GT Interactive

Reviewed: Issue 2 (import)

The title tells you all you need to know about the game type, but how does it play? Not bad at all, actually, the N64's analogue controller being ideal for this kind of game.

84
percent

WAR GODS

Publisher: Midway (import)

Reviewed: Issue 3 (import)

This pathetic excuse for a beat-'em-up is based on *Mortal Kombat*, only in 3-D. And boy, does it bite, as the Americans might say. The fighters are some of the most stupid yet, and it plays like a one-legged pig with a broken ankle.

59
percent



WONDER PROJECT J2

Publisher: Enix

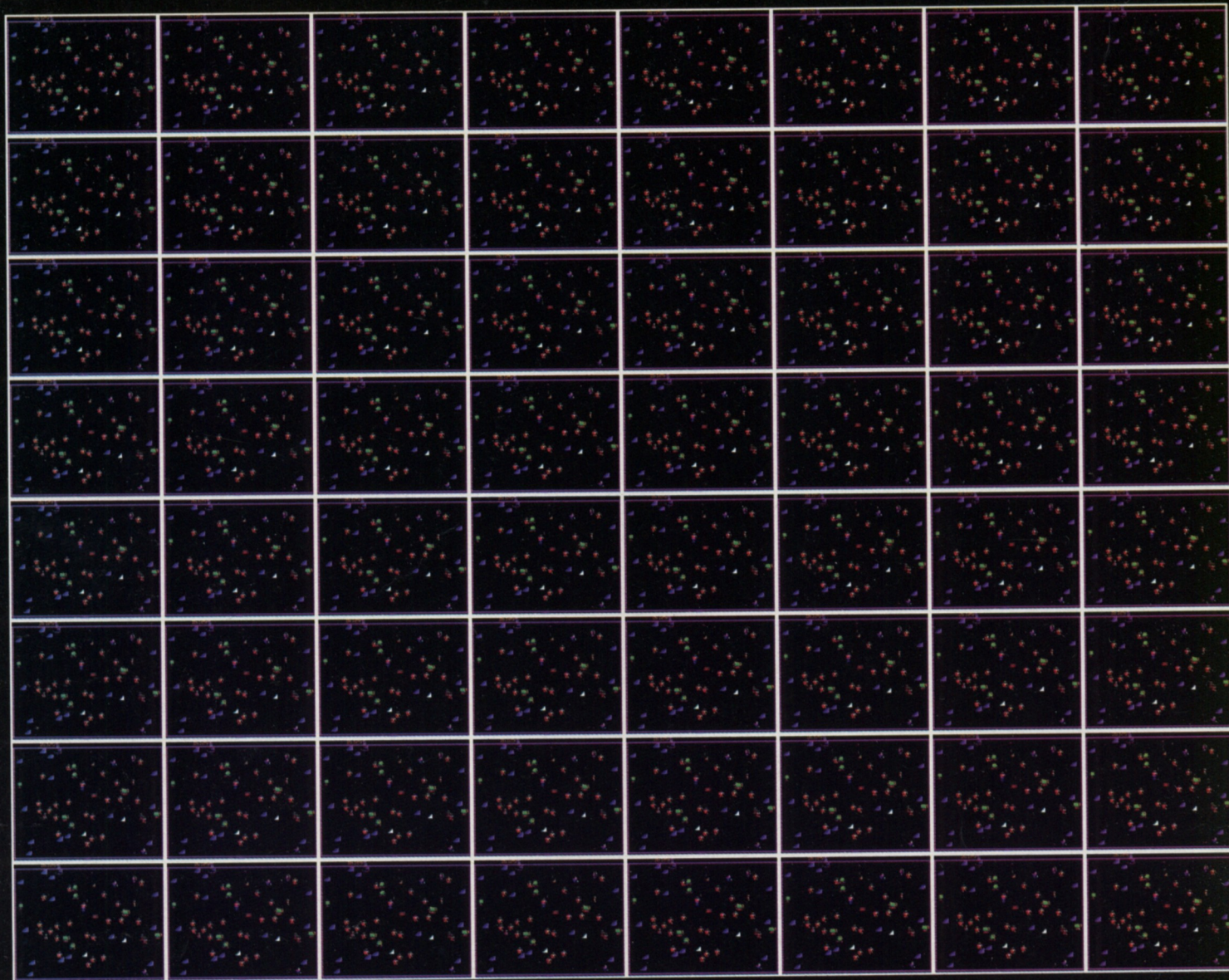
Featured: Issue 3 (import)

The premise is intriguing – a 'virtual life' game where you have to guide a young android girl into making the right decisions in life – but it relies heavily on Japanese text. Which we can't read.

N/A

The Nindex will be updated every month to provide you with the most accurate buying information you can find for N64 games!





(That's *Robotron 64*, if you were wondering...)
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Ninfo!

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